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The Thirty-six Stratagems Applied to Go

by Ma Xiaochun, 9 Dan
translated by Dr. Roy C. Schmidt

Pay attention and listen to the sayings of the wise;
apply your heart to what I teach...

Proverbs 22:17 NIV

Contents

THE FIRST SET: STRATAGEMS WHEN WINNING

The First Stratagem: Crossing the Sea by Treachery.....	1
The Second Stratagem: Besiege Wei to rescue Zhao.....	6
The Third Stratagem: Murder With a Borrowed Knife.....	10
The Fourth Stratagem: Let the Enemy Make the First Move.....	16
The Fifth Stratagem: Loot a Burning House.....	22
The Sixth Stratagem: Feint to the East, Attack to the West.....	26

THE SECOND SET: STRATAGEMS FOR CONFRONTING THE ENEMY

The Seventh Stratagem: Make Something Out of Nothing.....	31
The Eighth Stratagem: Secretly Cross at Chencang.....	37
The Ninth Stratagem: Watch the Fire from the Opposite Shore.....	41
The Tenth Stratagem: Hide a Dagger with a Smile.....	47
The Eleventh Stratagem: Lead Away a Goat in Passing.....	52
The Twelfth Stratagem: Sacrifice Plums for Peaches.....	56

THE THIRD SET: STRATAGEMS FOR ATTACK

The Thirteenth Stratagem: Beat the Grass to Startle the Snake.....	61
The Fourteenth Stratagem: Reincarnation.....	65
The Fifteenth Stratagem: Lure the Tiger Out of the Mountains.....	70
The Sixteenth Stratagem: Allow the Enemy Some Latitude So You Can Finish Him Off Later.....	75
The Seventeenth Stratagem: Throw Out a Brick to Attract Jade.....	80
The Eighteenth Stratagem: To Catch Bandits, Capture Their Leader.....	85

THE FOURTH SET: STRATAGEMS FOR CHAOTIC SITUATIONS

The Nineteenth Stratagem: Pull the Firewood From Under the Cauldron.....	91
The Twentieth Stratagem: Fishing in Troubled Waters.....	98
The Twentiefirst Stratagem: The Cicada Sheds its Skin.....	104
The Twenty-second Stratagem: Close the Door to Capture the Thief.....	109
The Twenty-third Stratagem: Make Friends With Distant Countries and Attack Your Neighbor.....	114
The Twenty-fourth Stratagem: Borrow a Road to Send an Expedition Against Guo.....	119

THE FIFTH SET: STRATAGEMS FOR GAINING GROUND

The Twenty-fifth Stratagem: Replace the Beams and Pillars with Rotten Timber.....	125
The Twenty-sixth Stratagem: Point at the Mulberry to Curse the Locust Tree.....	131
The Twenty-seventh Stratagem: Play the Fool.....	135
The Twenty-eighth Stratagem: Remove the Ladder After the Enemy Goes Upstairs.....	140
The Twenty-ninth Stratagem: Put Fake Blossoms on the Tree.....	145
The Thirtieth Stratagem: The Guest Plays the Host.....	150

THE SIXTH SET: STRATAGEMS WHEN LOSING

The Thirty-first Stratagem: The Beauty Trap.....	155
The Thirty-second Stratagem: The Empty Fort Ploy.....	161
The Thirty-third Stratagem: Counter-Espionage.....	166
The Thirty-fourth Stratagem: The Self-injury Ploy.....	171
The Thirty-fifth Stratagem: Interlocking Stratagems.....	176
The Thirty-sixth Stratagem: Sometimes Retreat is the Best Option.....	181
Glossary.....	187
Index	191

Translator's Preface

I was surprised and delighted by Sid Yuan's invitation in July to translate Ma Xiaochun's first book into English. I quickly read through the first few chapters before deciding to take on the project. I discovered a fresh, original approach to Go analysis.

At every turn, Ma demonstrates his phenomenal full-board vision. Through each diagram, he develops the reader's appreciation of the relationship between local tactics and full-board strategy. He shows how to formulate tactics based on strategy, as well as how to reap the ultimate reward by dogged pursuit of strategy in the face of tactical losses.

His choice of a military classic as the basis of his lessons is unprecedented in Go literature. We have all mused about the relationship between Go and warfare, and some authors have written books describing warfare as an extension of Go. But here we have a work that directly interprets military principles into maxims for Go.

There is no record of who the author of the original work, *Sanshiliu Ji* /*The Thirty-six Stratagems*/, might have been, nor even an accurate estimate of when it was written. But in the *Book of the Southern Qi* (cca. 500 AD), there is a passage, „Of the Thirty-six Stratagems, retreat is the best option. „So by that time, the work was already well known, if not a major classic. Today it has the stature of a classic among military works in China. In 1981, a „new edition“ of the classic, *Sanshiliu Ji Xin Pian*, written by Li Bingyan, was published by the People's Liberation Army Press. This *New Edition* made the classic more accessible by providing simplified interpretations of its contents. Li's aim in writing the *New Edition* was to re-interpret the classic in terms of modern warfare and Marxist ideology. It has become „required reading“ in China, where every able-bodied person is in the militia. It was during the study of this *New Edition* that Ma hit upon the idea of using it as a framework for the present book.

Sanshiliu Ji is divided into six sets of six stratagems each, thus making a total of 36 stratagems. This form parallels the style of the Taoist classic *The Book of Changes* (*Yi Jing*). But unlike the *Yi Jing*, the 36 stratagems are all from the dark side (*yin*) of warfare, with no counter-balancing *yang*.

Each of the 36 stratagems is named using a widely-known idiom (set phrase-most Chinese set phrases consist of four characters) so each is easy to understand and easy to remember. All of them belong to the class of treacherous plots of the ancient military strategists. Li said in his forward to the *New Edition*. „So we could say it is a collection of the military strategists 'Gui Dao' [Treacherous Way – a play on the classics of Taoism], a book exclusively discussing military scheming and plotting.“ A true bag of dirty tricks. In translating this work I have tried my best to faithfully reproduce the dry wit Ma used throughout. I hope each of you who read this book will get as much enjoyment from the profound analysis and quiet humour as I have. In reading it, you will have a glimpse directly into the personality of the best player in the world, hearing his analysis in his own words. My only embellishments to the original work were to correct such diagramming and referencing errors in the original that I caught during my work. All of the analysis is Ma's own. However, should you find some error in this book, please bring it to our attention in the event we should publish a corrected edition at some later date.

I have also adopted the use of many commonly-used Japanese Go terms in the translation because they are widely used by Go players of every nationality to express concepts that are otherwise difficult to describe in any language. For those unfamiliar with these terms, I have prepared a short glossary, included in this book as an appendix. Each term in the glossary is cross-referenced to its first appearance in the text so that readers can see a direct illustration of the term in context.

I am most grateful to Sid Yuan for this opportunity to translate one of the best books on Go I have ever read. Special thanks to James Dee, Michael Goerss, Jeff Shaevel, and C. C. Yuan for their thorough proof-reading of the manuscript. Their many suggestions greatly improved the quality of the final product. And I also owe a big debt to my family for putting up with my many nights and weekends of neglect while completing this work. Their support and encouragement went a long way in seeing the project through to the end.

Roy Schmidt

Hong Kong, January 1996

Author's Foreword

The draft of „*The Thirty-six Stratagems*“ and the Game of Go [Sanshiliu Ji Yu Weiqi] was completed after more than two years of effort. Applying *The Thirty-six Stratagems* to Go is still a new intellectual pursuit. For the origin of the present work, we must hark back to a certain day three years ago when I was reading *The New Edition of the Thirty-six Stratagems* with my good friend Fang Tianfeng. He asked, „Couldn't these stratagems be applied to Go?“ Without thinking, I self-confidently replied, „Definitely. Let's find some place to publish a series about them.“ After all was said, he did not have much interest in being an author. But I was extremely interested in this unique topic. As a result, I began to serialize the stratagems in *Weiqi Tiandi* [Go World] and at the outset of 1988 also took to editing them into a book. So far, there has not been any reference material to consult concerning this subject matter, and as a result I have run into more than a few difficulties.

All of the material in this book was selected from real tournament games played both inside and outside of China. For various reasons, I have only published the names of the events, and have not published the names of the players. In this regard, I beg the reader's indulgence.

I found it comparatively difficult to relate to the subject matter in *Sanshilize Ji*. Because I have limited knowledge concerning military studies and ancient literature, I could only emphasize Go while writing these illustrations; I hope they bear some close resemblance to the original meanings of the 36 stratagems. Even if we restrict our discussion to Go, it is hard to avoid some inaccuracies here and there. Your critiques and corrections are most welcome.

I hope that my first book meets with everyone's approval. I would like to take this opportunity to express my heartfelt thanks to the Shu Rong Games Press and to all the various units and comrades who lent their support and industrious labour to the publishing of „*The Thirty-six Stratagems*“ and the Game of Go!

Ma Xiaochun

April 1990

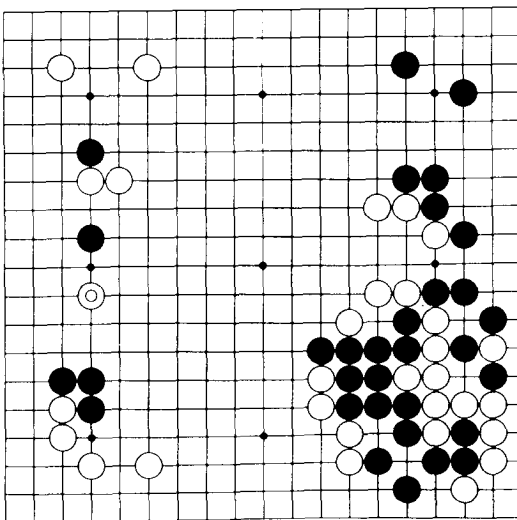
The First Set: Stratagems When Winning

The First Stratagem: Crossing the Sea by Treachery

The original meaning of „crossing the sea by treachery“ is to conceal a secret plan in the middle of some open affair. Some extremely secret contents are held in an extremely public form.

In Go, everything is openly laid out on the board; how can one apply this "crossing the sea by treachery" stratagem? One must make extraordinary moves appear to be ordinary moves. After all, the plans a player conceives for attack or defense are not all known to the opponent. So the player can cover his artful conception, and put it into action under conditions that do not arouse the suspicion of his opponent. In this way, he can apply the "crossing the sea by treachery" stratagem.

Basic Figure: Taken from a game in the Sixth „New Athletics Cup“ Tournament of 1984. White just invaded at ㊦. From the perspective of the whole board, Black has made more profit on the right side, but White has split up the left side, throwing the whole game into utter confusion. This is precisely the crucial moment.



Basic Figure

Diagram 1: First, let's take a look at the life-and-death situation in the lower right corner. The guzumi of Black 1 is certainly the easiest thing to think of to destroy White's eyes. The usual reply is the sagari of White 2. Then the oki of Black 3, followed by nobi at 5 is the only way to kill the corner. If there was no relationship with the outside, this would be "bent four in the corner" and White would be dead. Not so here. The sagari of White 6 forces Black 7 to destroy White's eye, and then White 8 rescues one stone, enabling White to make another eye. Black ends in defeat.

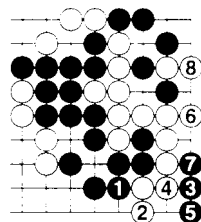


Diagram 1

Diagram 2: Here the vital point is the oki of Black 1. (Because White first saw that the variation in Diagram 1 resulted in a living group, in his hurry he overlooked this placement tactic.) If White responds by connecting at 11, then the hane of Black 3 forces "bent four in the corner", killing White. So the strongest resistance is kosumi at White 2. The hane of Black 3 is the correct order of moves. White has no choice but to block at 4. Then when Black crawls out at 5, the sequence up to the eye-stealing move of 11 is forced. White 12 starts a ko, and the result is that the corner can be killed in ko. (From this variation you can see that a Black kake-tsugi at „a“ is absolute sente. If White does not answer, he is unconditionally dead. With this resource in mind, we judge that the whole board position favors Black.) By the way, if Black plays 1 at 2, then a White sagari at 3 makes the corner unconditionally alive.

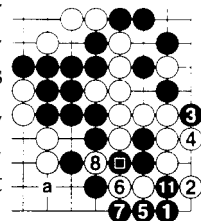


Diagram 2

9 at ◻,
10 right of ◻,
12 at 8

Diagram 3: Now let's look at the left side. Striking underneath at Black 1 followed by the cut at 3 is a common method for shingo, but this sort of method is not suitable in this position. This is because the three Black atones on the lower side have a comfortable escape route, and are certainly not in any peril. White plays ate at 4 and 6, cutting off the Black stone just above 8. When Black plays magari at 9, White securely seals him in with 10. That leaves Black no choice but to capture one stone with 11, allowing White to connect at 12. The result of this

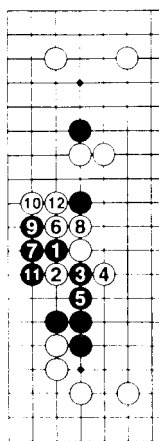


Diagram 3

variation is that White has become extremely thick and the two Black stones on the upper half of the board have no room to maneuver. Black fails.

Diagram 4: If Black changes 3 to the sagari here, then White blocks at 4. When Black cuts at 5, White plays tsukiatari at 6, leaving Black no choice but to block at 7 to reduce White's liberties. After the ate at 8, White cuts off one Black stone with 10. The result of following the variation through to White's connection at 18 is that in actual territory Black stands a little better than Diagram 3. But if White later manages to seal off Black from the outside, then the simple hane at „a“ on the inside reduces Black to one eye in sente. Black is burdened with potentially dead stones, so there is little difference between this diagram and the previous one.

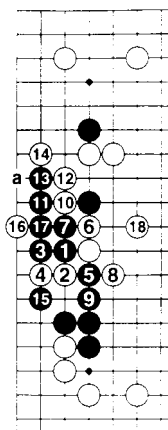


Figure 1 - Actual Game Continuation:

Black's analysis was that it was not good trying to kill the White corner immediately, because White had an abundance of internal ko threats.

Furthermore Black's losses would be quite large. Also, if Black played tobi-dashi at *a*, White would surely expand at 13. This way, White's four stones on the right would be light, and Black would have to first look after his three stones on the left.

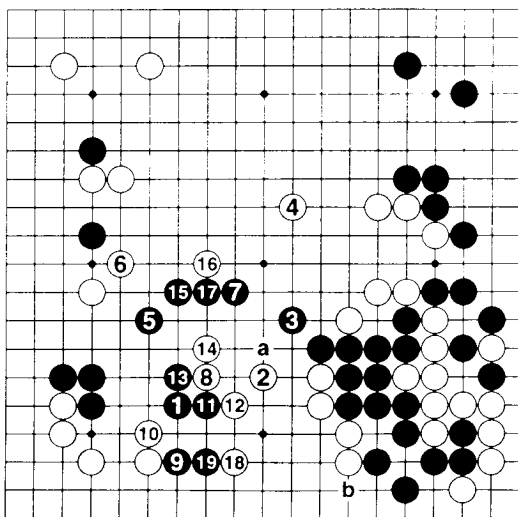


Figure 1 (1-19)

Black's whole game would become passive. White's invasion at ㊦ in the Basic Figure seemed to indicate that he mistakenly considered the corner to be alive as it stood. So based on this, Black's battle plan was clear – through normal play he would gain the chance to play *b* naturally in

sente, and without attracting White's attention in the least he would swallow the whole White corner.

The first step for implementing the „crossing the sea by treachery“ stratagem was tobi-dashi from the three stones on the left at Black 1. The important thing was to give the false impression that the corner was alive. The tobi of White 2 anticipated the course of the game in the center. (There was no use considering an extension along the lower side.) Black 3, 5, and 7 maintained a link between the two Black groups, still following the original intention. This forced White to make some territory on the lower side, so Black could achieve the goal of the hane at *b*. When White played the tobi of 8, the tsuke of Black 9 was important. The nobi of White 10 was the inevitable continuation. Black 11 took advantage of the situation to ensure the connection, then he played the magari at 13 and kosumi at 15 to seal White in - all were sensible, open and above-board moves. White could not possibly suspect there was a defect in the corner.

Figure 2 - Continuation: The nobi of White 20 took aim at Black's weakness, adopting the tactic of defending by attacking. Under normal circumstances, this would be all right. The hane at Black 21 finally seized the opportunity to reach the long-anticipated objective. After White played hane at 22, the

White group had eye space and a living shape, but Black pressed the attack against White, taking the kosumi-tsuke in the center at 31 in sente to completely mend his defects. So there was not the slightest hesitation in playing Black 33, killing the corner. At this point, it was all over for White. The kosumi of White 34, meant to split Black up, was the last gasp of resistance. But Black played osae at 35 and

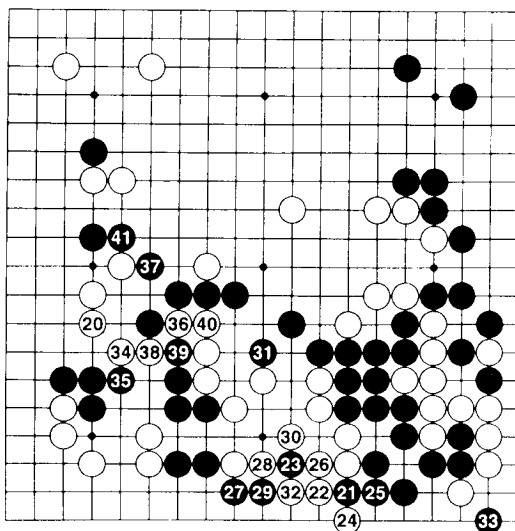


Figure 2 (20-41)

made kake-tsugi at 37, turning the tables and locking White in with 41. With this kind of position Black only needed to ensure that his stones could make life. Nothing could be easier. So up to here Black's victory was assured.

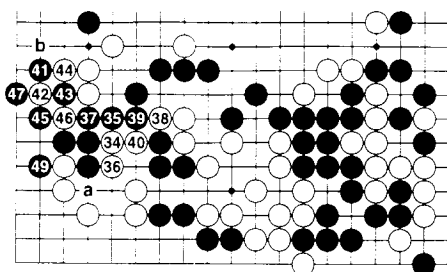


Diagram 5 48 at 43

Diagram 5: If White cut by playing tsuke at 34 (instead of kosumi as in Figure 2), Black could sacrifice the seven stones on the lower side and simply play the ogeima of 41, destroying territory. White would be far behind. The tsuke of White 42 would be useless resistance. Black would play warikomi at 43

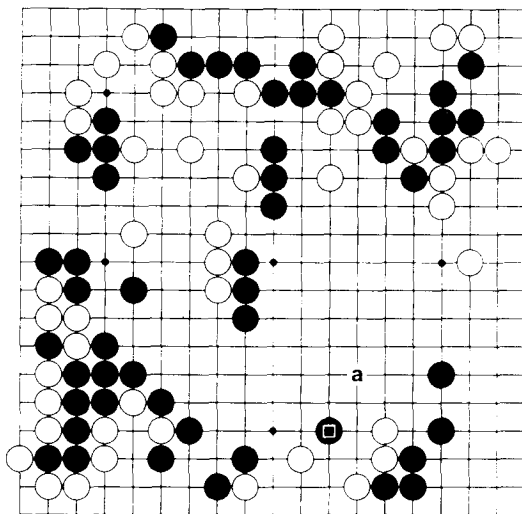
and it would be almost as if there were no ko at all. After the kake-tsugi at 49, White cannot play at both „a“ and b.

Conclusion: During the fight, Black played in a manner that did not alarm his opponent (completely according to commonly-seen play). He slowly inveigled his opponent into going along with his plans. Then at last, under conditions where there seemed to be no danger whatsoever, he reached his objective. This was the result of Black using the stratagem of "crossing the sea by treachery".

The Second Stratagem: Besiege Wei to rescue Zhao

"Besiege Wei to rescue Zhao" was originally a military stratagem of Sunzi [author of *The Art of War*]. Wei's forces attacked Zhao, so the country of Qi sent its troops to attack the country of Wei. Wei then returned its army for self-defence, thereby resolving Zhao's danger. In general, the way this would be used in Go is: when some of your isolated stones are surrounded, then take the opportunity to attack your opponent's isolated stones. While the opponent is dealing with his isolated stones, grab the chance to extricate your stones from danger.

Basic Figure: Taken from a domestic tournament. At this point in the game, Black was conscious of a superior position. Because of this, he just sought a simple attack against the few stones on the lower side by playing . He had not considered a large-scale attack against White. Locally, this move was the vital point for attack, but from the standpoint of the whole board it was not suited for current needs.



Basic Figure

Diagram 1: White 1, forcing a connection, is really clumsy, because White does not have enough room to make two eyes. Black need only play the simple, vulgar tsuki-atari at 2, then tobi at 4, scaling White in. White has no way to make life.

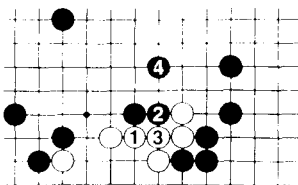


Diagram 1

Diagram 2: Then how about White jumping out? Many would probably immediately think "What can I do if I am cut apart?" Actually, this is exactly what White wants. Right now, Black is thick all over the board, and should be making an all-out attack against this pile of White

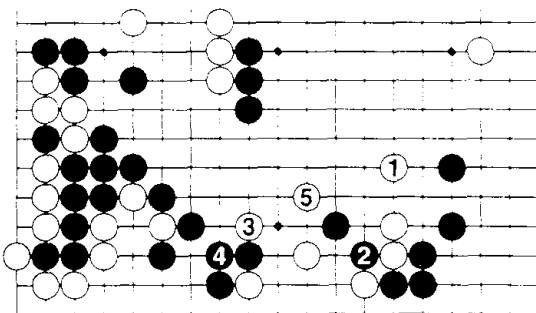


Diagram 2

stones. The cut at Black 2 runs counter to this reasoning. It allows White to play hasami at 3. This is hard for Black to accept. He can only begrudgingly connect. After White makes shape with 5, he is very light and can abandon some stones on either side. Black cannot completely annihilate the White stones, so the attack is a failure.

Diagram 3: When White plays the tobi of 1, the correct approach is to attack on a large scale with Black 2. Now Black is thick in the center, so White would have great difficulty making life inside Black's sphere of influence. If White plays osae at 3, Black does not need to continue the attack. He can take sente and play osae at 4. Black already has gained tremendous profit in the corner. Later he will get the chance to jump out at *a*, so White is still not alive. This way, Black has a clear superiority in actual territory and also can attack the White stones. He has become invincible.

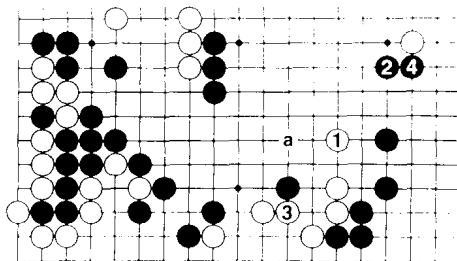


Diagram 3

Diagram 4: To just run away is too passive. Sometimes you can attack your opponent in passing as a means of saving yourself. This is the strategic thinking behind the stratagem of "besiege Wei to save Zhao", but when attacking you must pay attention to tactics. Fiercely storming the opponent's position always brings his stones to life, and you don't profit very much. The tobi of White 1 seals Black in, but Black plays de at 2 and connects at 4, making a living shape on the inside.

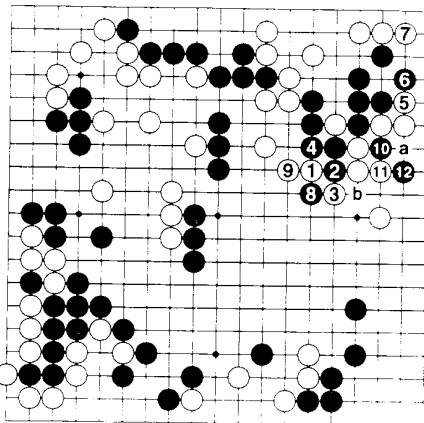


Diagram 4

If White wants to destroy Black's eye shape, then the magari of 5 is the vital point, followed by 7, a nobi into the corner. Locally, Black lacks two eyes, but on the outside, the lone stone at White 1 is too close. Black cuts, giving atari, at 8. If White plays nobi at 9, Black cuts at 10, followed by the hane tesuji at 12. There is no way for White to handle this. (If White captures at „a“, the Black ate-giri at „b“ is decisive.

Diagram 5 (Correct): The kosumi of White 1 is a good play. This is the key step in putting the stratagem of "besiege Wei to save Zhao" to good use. This forces a Black kake-tsugi at 2 to make an eye. Then magari at White 3 takes away an eye, setting the Black stones on the run. White 5 continua the chase, at the same time facing off with the stones below. Black has no choice but magari at 6, and now White jumps out at 7. Now since the stones above are not quite alive, Black must likewise play tobi

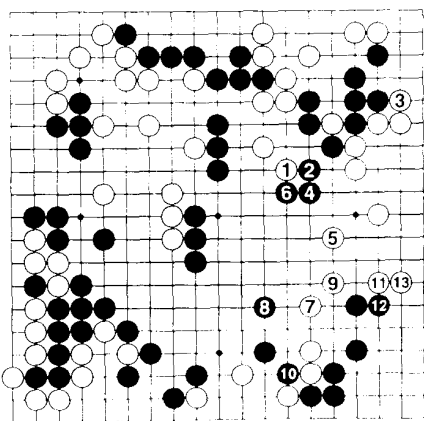


Diagram 5

at 8. The kosumi at White 9 is steady play. Although it means sacrificing three stones cm the lower side, he gets the big yose play at 11. From the standpoint of the entire game, the gains and losses are about equal. The

game has become so close that victory or defeat will be decided in the endgame. Since Black had the upper hand, this result would not please him at all. From this you can see: during an attack, single-mindedly storming the opponent's position, and as a result bringing it to life, is only a momentary pleasure. Suddenly, after the opponent's life is assured, you don't have any follow-up. The kosumi of White 1 in this diagram adopts a delayed attack tactic, allowing Black to run away, all the while keeping Black in check. This way, White can take the initiative in the ensuing fight on the lower side or anywhere else.

Diagram 6: When White plays the kosumi of 1, if Black sacrifices "Wei" and instead attacks "Zhao", it turns into furi-kawari. Keima at Black 4 is the biggest point. White then can play ogeima at 5 and press at 7, taking profit in sente, and finally with 9 and 11 steadfastly enclose the center. The result of this exchange is that the profit from the siege of "Wei" is large, and the loss of "Zhao" is small, so White stands better overall. Based on the above

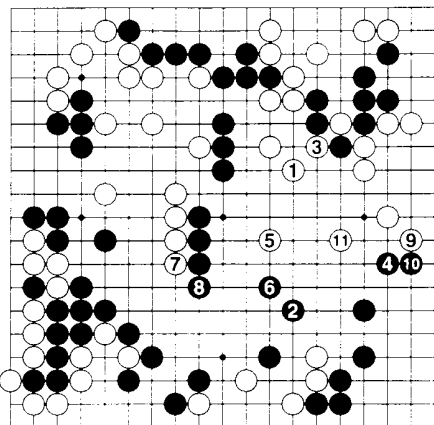


Diagram 6

analysis, we obtain this **Conclusion:** If your own stones are thick, then when attacking you should firmly grab hold and never let go. Don't give your opponent the chance to make an exchange or a sacrifice. But if you discover that the profit from a direct attack is unclear, then you should adopt a delayed attack, keeping the opponent's isolated stones in limbo. They will become a burden in future fights.

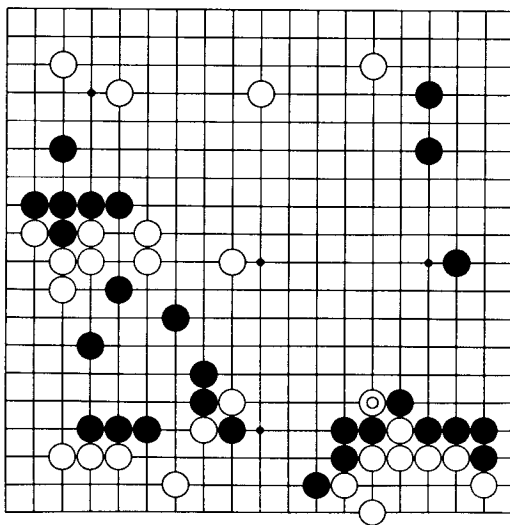
The attack at  in the Basic Figure was the problem. At that point, Black was thick in the center. The correct approach was to make a strong attack at *a*. Then White would be in real trouble. Because the attack at Black  was slow, White used the stratagem of "besiege Wei to save Zhao", first attacking "Wei" on the upper side. Then using the attack, he managed to connect back and save "Zhao". Reaching the objective without precipitating hostilities was the key to White's success.

The Third Stratagem: Murder With a Borrowed Knife

The prominent idea in this stratagem is “borrow”. The basic meaning is to create and utilize contradictions inside the enemy camp, and to borrow force from other quarters to gain victory over the enemy. The main idea in applying this to Go is to make use of contradictions in your opponent's direction of play, taking the opportunity to lure the opponent one step closer to that crooked mountain path to error. Along the way, you can gain greater profit.

Basic Figure: Taken from the 1986 All-China Individual Go Tournament. In the Figure, White believes that the shicho is in his favour, and so decides to start a fight on the lower right by cutting.

This play is problematic when we take the whole board into account. The focal point of the game is the opposition between White's moyo on the upper side, and Black's moyo on the right. Therefore, the correct idea is for White to play somewhere around the upper or right sides. The cut at © obviously withdraws from the main battlefield. Now the important question from Black's standpoint is how to “borrow” White's mistake to guide the game in a direction favorable to him.



Basic Figure

Diagram 1: Here there are several continuations for Black. Magari at Black 1, giving atari, is in itself an inelegant play. Its intention is merely to make White extend, after which Black can make a connection in the course of play. But it is not really fitting for this position. Black does not have much thickness around the board. White can easily handle his two stones. When White plays magari at 4, Black must respond. Then White makes shape with 6 and 8, and up to 12 he has become quite lively. Black fails.

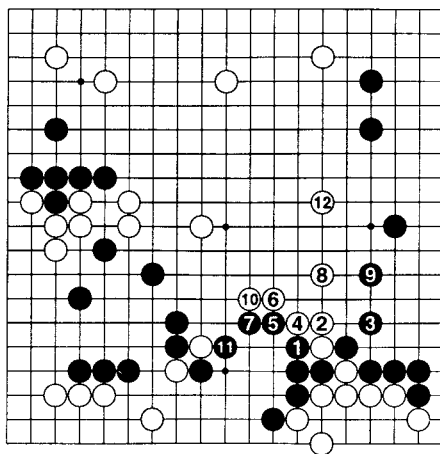


Diagram 1

Diagram 2: The diagonal play at Black 1 is a way to respond to the situation on both left and right simultaneously. If White plays nobi at 7, Black makes shape with a kake-tsugi at 4, and Black 1 here is in a better position than in the previous diagram. The fight starting with the cut at White 2 cannot succeed. This is Black's sphere of influence, and any fight bodes ill for White. The hane of Black 5 seals White in tightly. White 6 and 8 are the strongest moves, and Black 11 is the correct follow-up. The situation has become semeai. When White plays kosumitsuke at 12, Black 13, 15, and 17 are in perfect order (if Black 13 were casually played as hane at 15, Then White would hane at 20. After Black at 17 and White at 16, Black is short by one liberty and loses the semeai.) Afterwards he again plays at 19. White's sternest approach is to first play atari at 23, then hane at 22, which develops into a one-liberty approach-move ko, but this is not favorable for White.

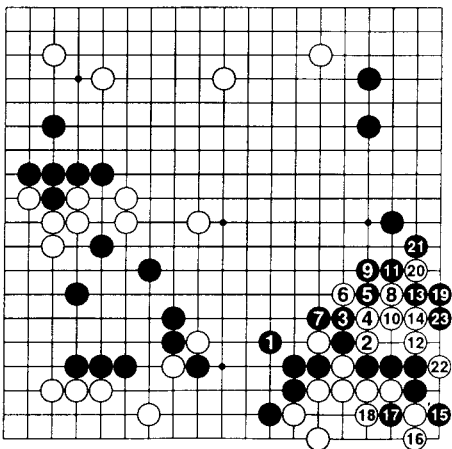


Diagram 2

Diagram 3: In the previous diagram, White lost the semeai by one liberty. Moreover, I wouldn't call it accurate play by Black, but, rather, bad play by White. When Black plays kosumi at 1, there is certainly no need for White to pick a fight here. From a comprehensive survey of the game, White need only effectively limit Black's development of a large moyo, and then White's position is not bad.

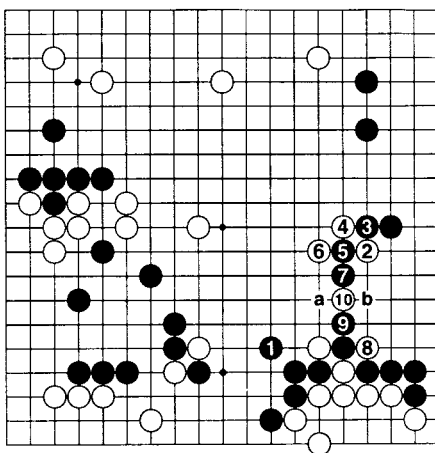
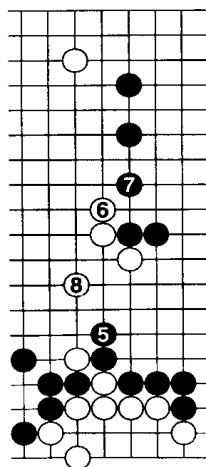


Diagram 3

The shoulder hit of White 2 is a good play, with an eye to cutting at 8. Now Black has more difficulty. If he simply draws out at 9, then White at 3 presses him down, and he is clearly falling behind. Black resists by pressing at 3, and the White hane at 4 confines Black tightly, denying Black even the slightest relief. The cut of Black 5 is unreasonable. White plays successive atari at 6 and 8 and then warikomi at 10, absolutely the best tesuji. Black crumbles no matter whether he plays at „a“ or b.

Diagram 4: In the previous diagram, Black can only play 5 as nobi in this diagram. If that is the case, White can play nobi at 6 in sente, and after the exchange of the tobi at Black 7 to make a connection, the keima of White 8 protects the cutting point and makes good shape. Later he can still wait for a chance for the single stone to run away. White succeeds in his goal of adequately reducing Black's moyo.



Black's attempt to look after the left side is all wrong. Currently, the stress is on the right side. Those few stones on the left are very light, and can be completely sacrificed. And precisely because the left side is light, White's cut, starting a fight, is a strategic error.

Diagram 4

Figure 1 - Actual Game Continuation:

Since White had made a mistake, Black had to think of a way to keep White going down the wrong road. The ordinary nobi of Black 1 was intended to first guarantee the right side. White 2 and 4 were to be expected. At this point, the atari of Black 5 was the most important move for this stratagem! Even though White wanted to use the advantage on the left to capture a few stones on the right, Black borrowed White's plan to fight back.

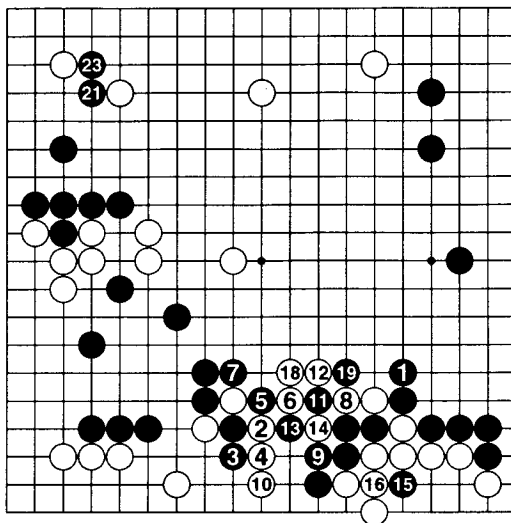


Figure 1 (1-23)

17 at 11, 20 at 14, 22 at 11

After White played atari at 6 with sente, he believed the time was ripe, so he pressed with 8 to capture four Black stones. Actually, this was the losing move in this game. Here if White had coolly cut at 9 capturing one stone, the entire campaign would have been defeated. But from the standpoint of the entire board, it was still too early for victory or defeat. Perhaps the reason White found it difficult to step back and consider playing the cut at 9 was his string of quasi-plans to capture these few stones. In the actual game, tsugi at Black 9 was a strong move, starting a ko fight. Here Black was light and White was heavy, so the ko fight was obviously unfavorable for White. The oki at 15 was absolutely the best ko threat. White had no choice but to connect at 16. (To see what happens if White does not answer, see Diagram 5.) As a result, the White corner was not alive; therefore, White could not afford to lose this ko. The connection at 18 was an internal ko threat. After the kiri-atari at Black 19, he got to play consecutively at 21 and 23 in the upper left corner, destroying White's territory and gaining a huge profit. The result of this was that Black lost just a few stones but on the other hand he ruined White's entire upper side. By now, Black's superiority over the whole board was obvious.

Diagram 5: If White 16 in the last Figure were instead played as in this diagram shifting to another ko, it is Black 19 that takes the ko, and White must search for a ko threat with 20. But Black can answer the threat at 21, then in the same manner Black penetrates White's upper left corner and White captures Black below. There are several differences between this diagram and the actual game. In the actual game, there was a Black stone at „a“ and a White stone at *b*. Also the Black stones were not unconditionally captured and could still come into play; in this diagram, White has already removed the Black stones from the board. This is better than in the game. But due to the exchange of 20 and 21 on the upper side when White was looking for a ko threat, his loss is not less than what he gains on the lower side. Therefore, if White plays this way he certainly does not stand better than the continuation in the game.

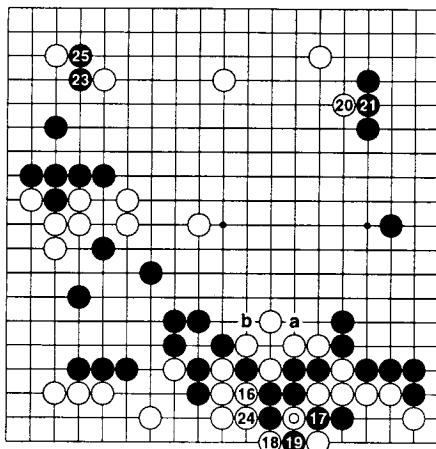


Diagram 5 22 at ○

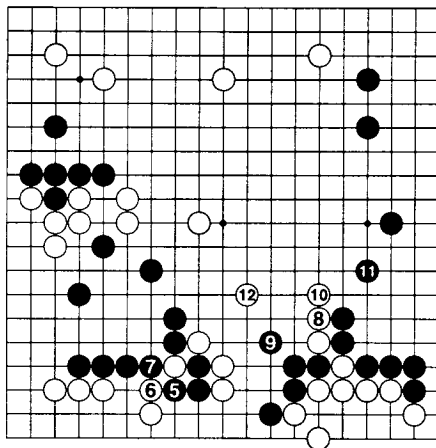


Diagram 6

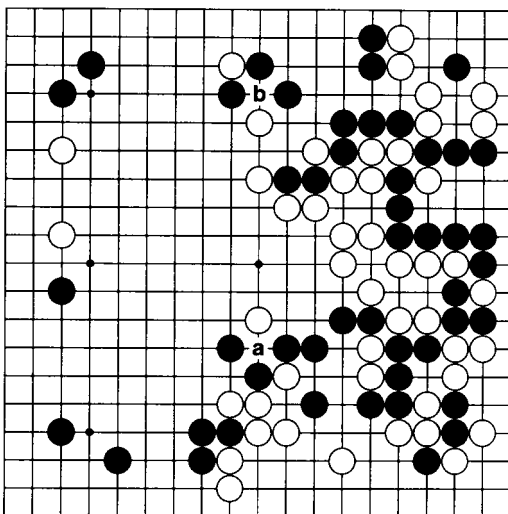
Diagram 6: If Black 5 in the game [Figure 1] were played as magari in this diagram then he would be missing a golden opportunity. This is a good time for White to thrust in at 6, taking profit in sente, then press the fight at 8. Here Black cannot play hane at the head of stones at 10 (White would seal him in with a tobi at 9), and can only make the diagonal play at 9. After the nobi at White 10, Black's right-side moyo is restricted. Keima at Black 11 is needed to shore up the side. White 12 closes Black in,

and in any fighting in the vicinity of the center Black definitely is at a disadvantage.

Conclusion: In this game, Black adequately “borrowed” White's strategic error (the cut) to guide the game in a direction beneficial to himself. In the course of the fight, he gradually tightened the noose, using the formalities of a ko fight to sacrifice a few unimportant stones while gaining much more profit on the upper side. He seized full board superiority. This is one successful example of Black utilizing the stratagem “murder with a borrowed knife”.

The Fourth Stratagem: Let the Enemy Make the First Move

Basic Figure: From the 1986 „All-China Individual Go Tournament“. Analysis of the current position shows that Black has two obvious cutting points at „a“ and „b“, and also not much actual territory. But White has an unsettled two space extension on the left, and some slightly unclear aji in the upper right corner. It is not hard to see that White has the upper hand. At this point, we ought to be considering how to use simple means to turn this superior position into a won game.



Basic Figure

Below we will gradually analyze the whole board. We will start by analyzing a few situations in White's upper right corner.

Diagram 1: If Black plays osae at 1, the ogeima of White 2 is correct. From Black 3 on is simple yose, as Black plays one sente move after another. When Black plays kosumi at 11, White can't be careless with 12 (or else Black will play at 12 turning it into seki). After the sagari of Black 13 and White's atari at 14, the corner is worth ten points. Black's endgame play has its reward: In the future, when White plays at „a“, Black can play kosumi at „b“. This way the value of either side playing „c“ is changed from the original two points into three points.

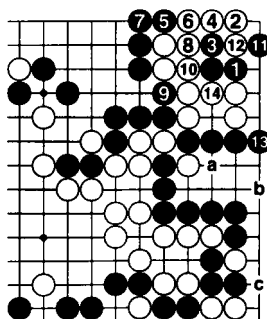


Diagram 1

Diagram 2: Black could also play kosumi at 1. White turns inward at 2, and the endgame plays from the shibori tactics beginning with Black 3 onwards end the same with White capturing Black because he has more liberties. Along the way, Black 9 and 11 are good plays (if White does not answer at 12, then Black will throw in at *a* producing a one-liberty approach-move ko). White's territory changes from the previous diagram's ten points to eight points, but the difference is that in the last diagram Black had absolute sente, but in this diagram possibly both White 6 and 10 could be delayed. So Black can only settle the corner like this during the latter stages when the yose plays are small.

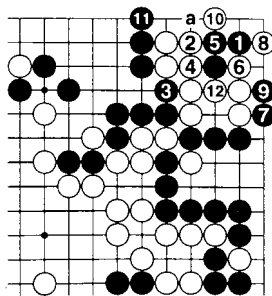


Diagram 2

In the last two diagrams, the White corner was not in danger. It was just a little yose problem. Isn't there even a slight advantage we can dredge up from White's corner?

Diagram 3: The strongest move for Black is kosumi at 1. White plays sagari at 2, Black 3 is oiae, and when White plays 4 and 6 to give atari to White 1, rather than connect, Black makes ko at 7, forming a one-liberty approach-move ko. But this is a very light ko for White. He has no immediate need to worry. With these sorts of tactics on the loose, the corner is a liability in the yose stage to come.

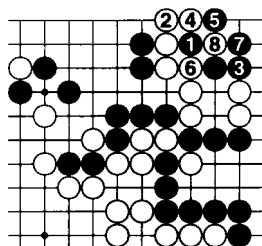


Diagram 3

Diagram 4: As for the kosumi at Black 1, White has a compromise solution. First White squeezes at 2 (if Black connects at 4, then White plays hane at 12 and Black loses the semeai by one liberty). Black plays watari at 3, and if White gives up the ko he can only make life with 4, 6, and 8. If Black is satisfied with this, he can connect at 12, and White lives at 11. White has little more than three points so Black is better off than the last two diagrams. Black can also hane at 9 and 11.

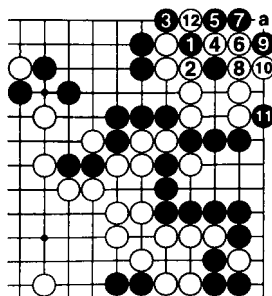


Diagram 4

Although locally it is a cyclical ko, if there is another ko then it is an unlimited source of ko threats. Black can reserve this line for later. As far as White is concerned, he cannot resign himself to giving way like this.

All in all, any of the above variations can be chosen according to the situation on the board. Having these in hand waiting for the right opportunity is very important for Black.

Which of the two cutting points in the basic figure should White play first? This is the difficult question that confronts White. If he starts on the upper side, play would probably follow Diagram 5.

Diagram 5: White cuts at 1. The Black atari at 2 and osae at 4 are the natural continuation. The correct order is to first play ate at 5, and wait for Black to play nobi at 6 before capturing one stone with the magari of 7. Since the ladder favours White, Black has no choice but to capture two stones with 8, 10, and 12. White would probably stabilize his position with the kosumi at 13 and nobi at 15. Black comes out of that fight with sente and thus is first to play on the lower side. Black plays magari

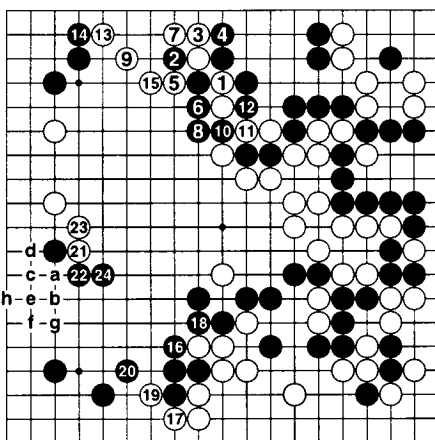


Diagram 5

at 16 to lure White into pushing out at 18, so that Black can connect his cutting point in the center in the course of play. White 17 adopts an emphasis on territory, and Black can only answer at 18. The hane of White 19 takes sente, and Black shores up his position with the kosumi of 20. This way, Black has already become very thick in the center. Starting from White's tsuke-hiki at 21 and 23, and Black's hane at 22 and nobi at 24, actual territory on the board is very close. Although White has some thickness aji in the center, in the final analysis the upper right corner is unclear. What percentage of confidence White has is uncertain. After the nobi at Black 24, if White cuts at **a** Black plays at **b**, and up to **h** White cannot escape.

White still can choose to play at the cutting point in the center. Although

the group of Black stones in the center can capture two White stones, they still merely have one eye, and the White stones all around are very thick. It seems that starting the fight from here is definitely advantageous. It comes down to just how much profit can be had, so before White starts something here he should have some idea of what the minimum gain would be.

The full-board variation arising from White splitting Black would probably be like Diagram 6.

Diagram 6: White's cut at 1 and connection at 3 form a strong attack. Black plays 4 in an attempt to make life. White takes advantage of his outside thickness to steal an eye with the kosumi of 5, forcing Black to run away with 6 and 8. The nobi of White 9 is the usual move (after all, it is too risky to press the attack against Black). Black squeezes at 10 and cuts at 12, making life. Playing this way he loses the yose plays below, but it cannot be helped. White 13 captures the three Black stones in the center with

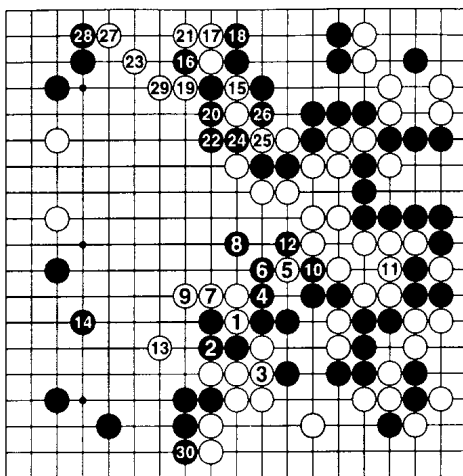


Diagram 6

sente, taking some profit. But here is something everyone has a tendency to overlook when analysing the result. White initiated the attack against Black, and since he is so thick all around, it is natural to expect a little profit. At this point, can you be satisfied with the profit? Here White's attack has merely netted the capture of six points in the center. In return, his loss is in allowing Black's unstable group to cast off its burden and thoroughly make unconditional life. White cannot be satisfied with this outcome.

Continuing, White starts another fight on the upper side by cutting at 15. This variation is the same as the previous diagram. White destroys Black's territory, but he still cannot do without the nobi of White 29. The osae at Black 30 is the largest play on the board. Although White is

slightly better overall, this is the same superior position White originally possessed. In the fight over these two cutting points, White's gains have been minuscule. He still has to look to the endgame to decide who wins. White cannot be satisfied with this sort of slow progress.

From White's standpoint, the first thing to consider is whether or not he can find a simple road to victory.

Figure 1 - Actual Game Continuation: White's analysis was that Black had two cutting points, but due to White having a two-space extension that was not yet stabilized, a direct attack would not lead to the best result. Because of this, White first played tobi at 1, strengthening himself and at the same time eyeing Black's weakness. This move seemed ordinary and very slow, but actually it held an extremely positive idea. It was the ideal move for using the stratagem of "let the enemy make the first move". This move strengthened his own position and simultaneously limited Black's development on the upper side. Even more importantly, it eyed Black's two weak points, such that Black could not take care of everything at once.

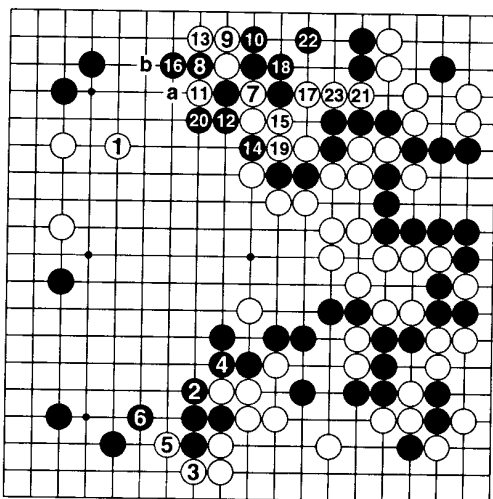


Figure 1 (1-23)

Black 2 strengthened the center, and White 3 and 5 took some territory in sente; very simple. After this, the cut at 7 was the fight we had planned out. Black still had to play ate at 8 and osae at 10 to resist, but the difference in this variation was that White had the tobi of 1. When the magari of 13 captured a stone, Black had to change to the warikomi of 14. White calmly ran away at 15, then played atari at 17 and the simple capture at 19. Black had no choice but to play magari at 20 capturing one stone. Then warikomi at White 21 captured four stones, maximizing his profit. The result: White gained 10 points by capturing the four stones alone. In

addition he destroyed some Black territory, and furthermore he erased all of the threats against the upper right corner. On the left side, due to White strengthening the two-space extension with the tobi of 1, he saved one move. Also, he could run out at *a* and play tsuke at *b*, etc. Black did not have any means to attack. Up to here, the balance in territory had been upset, and White's thickness dominated the board. White had an unshakable winning position.

Diagram 7: If Black 14 in the last figure were changed as here, then White would still play keima at 15, and Black 16 and 18 follow. But now because White has first played tobi at ①, he can play 19, 21, and 23 directly sealing in Black, and with no defects in his own forces he can play the shoulder hit at 25, a deep invasion to erase Black's territory, with no worries. This way, it is obvious that White is superior in both thickness and territory.

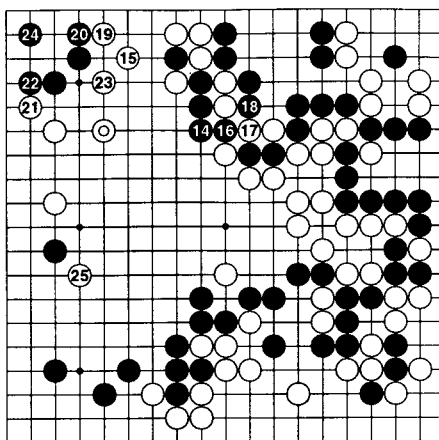
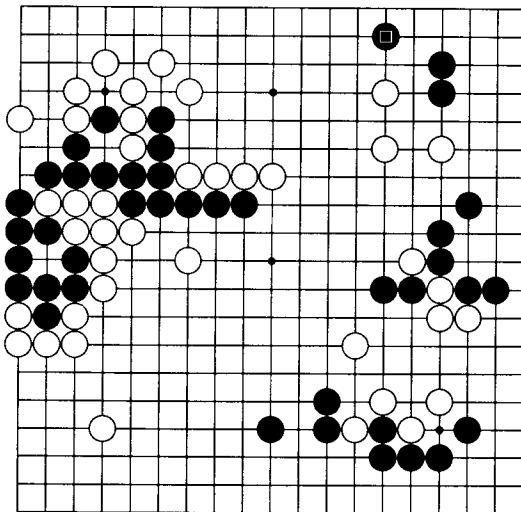


Diagram 7

Conclusion: From the series of variations given above, you can see that Black had weak points but White was in no hurry to start the attack. Rather, he calmly played tobi to strengthen himself, making his two-space extension solid. Then he quietly waited for Black's weak point to be exposed. In the fighting that followed, he maintained the initiative, simply moving the game toward a winning position. Altogether, this explains the success of White's use of the stratagem "let the enemy make the first move".

The Fifth Stratagem: Loot a Burning House

According to the meaning of the characters in “loot a burning house”, it means to take advantage of someone's loss by fire to steal their belongings. This is a metaphor: when someone else faces a calamity, you grab the opportunity to make a gain at their expense. The main idea behind its use in Go is: When some group of the opponent's stones is in a crisis, then I utilize the time that his crisis has not yet passed to encroach on him and take a profit. The opponent is not able to counter-attack, so out of this I make a gain.



Basic Figure

Basic Figure: Taken from the 1986 All-China Individual Go Tournament. The current situation is that Black has elected not to help his big group on the left, instead rushing to grab the big point on the upper side with the keima of , seeking to catch up in actual territory. As far as White is concerned, the key question in the game is how to handle Black's orphaned group.

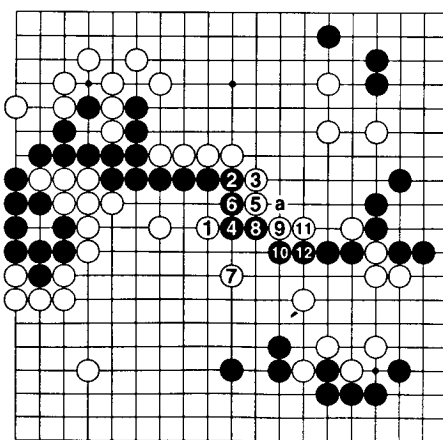


Diagram 1

Diagram 1: Attacking with a tobi at 1 is the usual play, but it is not fitting for the present position. After Black presses at 2, since White is not thick himself it is difficult for him to constitute a

direct threat. When White 3 plays hane at the head, Black's tsuke at 4 pushes toward the outside, and White cannot contain Black. After the connection at 12, White's position is broken to bits. He has a serious defect at *a* so he not only cannot capture Black, he has himself fallen into a dangerous situation, and has lost the battle.

Although the direct attack is not good, that does not mean you should not attack at all. Now White must lose no time in grabbing the opportunity to take advantage of the Black stones' difficulties to make some profit. This is the top priority. Otherwise, he will let Black float out of his hand and put the center in good order, after which White does not have any profit to aim for. The most important problem in this position is what method to use to make profit.

Figure 1 - Actual Game

Continuation: White did not directly attack Black's big dragon, but rather took advantage of the Black dragon's crisis by first playing tsuke at 1, pressing down the right side and seeking profit. This was the first step for White to use the stratagem of "loot a burning house". At this point, in order to look after the center Black was forced to play magari capturing one stone. (The variation where Black plays hane is covered in Diagram 2.) White's connection at 3 was sente. After building thickness, White turned to the left side butting against Black's stone. His goal still was to take advantage of the unsettled state of the big Black group to pressure Black's position. This was the second step in utilizing this stratagem. By this tsuke, White also protected the cutting point at *a*, so the Black center [group] was in even more danger. When Black played hane at 6, White's counter-hane at 7 was correct. After Black cut with

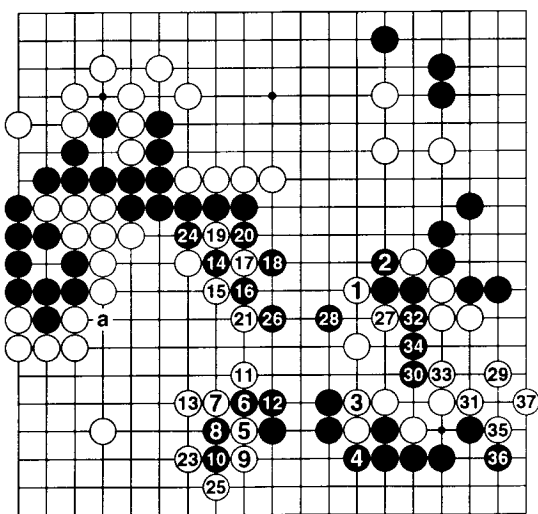


Figure 1 (1-37) 22 at 14

White's connection at 3 was sente. After building thickness, White turned to the left side butting against Black's stone. His goal still was to take advantage of the unsettled state of the big Black group to pressure Black's position. This was the second step in utilizing this stratagem. By this tsuke, White also protected the cutting point at *a*, so the Black center [group] was in even more danger. When Black played hane at 6, White's counter-hane at 7 was correct. After Black cut with

atari, if he didn't have to worry about his orphaned stones in the center, then he could casually play atari at 13 and start a fight. Under current conditions, he could only suffer the indignity of playing osae at 10. After White 11 and 13, the corner territory was already basically secure, and the profit there was not small. Black had to get busy and make life in the center. If 16 were changed to the hiki at 17, the group would be alive, but this would be gote, and White would have more than adequate compensation with hasami at 23. In the actual game, Black obstinately played double hane and started a ko fight. This was a light ko for White. He was able to play the hasami at 23 along the way as a ko threat. Fighting a ko and taking territory at the same time was even more adequate. After 24 ended the ko, the take-tsugi at 26 aimed at an attack on the White group on the right side to decide the outcome of the game; but, after all, this group of stones had abundant eye shape, and moreover it had an escape route, so it was not in any danger. It would have been a little better if 31 were played as osae at 33. During the game, White believed he could win even if he sacrificed a few stones on the upper side, so he chose a simple approach. After making eyes at 37, we can see that White, starting from pinning down the center, had gained a huge amount of profit, and his victory was assured.

Diagram 2: It is too dangerous for Black to play hane at 2. After White takes the opportunity to play double hane at 3, it is possible that the Black center might be captured. If Black continues to play on the right with 4 rather than looking after the center, White plays atari at 5 and tobi at 7, after which Black has no way to escape. The main thing for Black is to look after the center. The hane at Black 2 fortuitously gives White all sorts of opportunities, pointing up that Black's choice at this point is wrong, leading to his defeat.

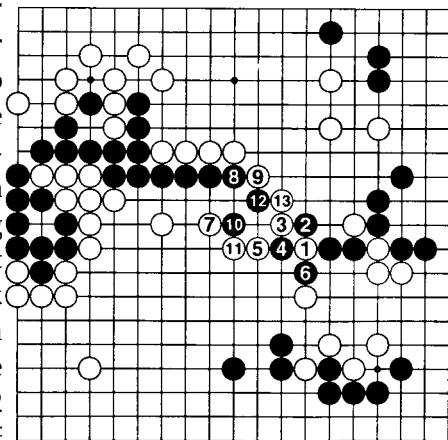


Diagram 2

Diagram 3: After Black cuts at 8 in Figure 1, the strongest continuation (locally) is the ate-tsugi of 10 and 12. But because of the big dragon, Black finds the fighting quite difficult. The tobi of White 13 is the vital point. The Black ' group lacks space to make an eye, so must run away. The ate-giri at 19 is a common method for attacking the center. When White rolls up Black with atari at 23, Black can probably only capture, allowing White to seal him in with sente at 25. After that the tobi at 27 commences the

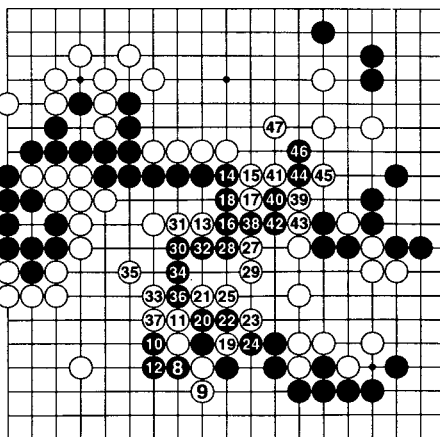


Diagram 3 26 at 19

capture of Black's big dragon. Since White is so thick on the outside, Black has no way to break through the surrounding net. When Black plays de at 38, the tobi of 39 is an excellent move! After that, up to White's gets at 47, we can call the capture of the Black dragon complete.

Conclusion: White took advantage of the Black dragon's plight, never giving any slack. From the tsuke on the right to the tsuki-atari on the left, he took every chance to gain profit. All this time, because Black's dragon had a crisis, he had to put up with trying to connect, allowing White the chance to profit from his troubles. This way, White was able to establish a superior position across the whole board. This White victory was the fruit of his use of the stratagem "loot a burning house".

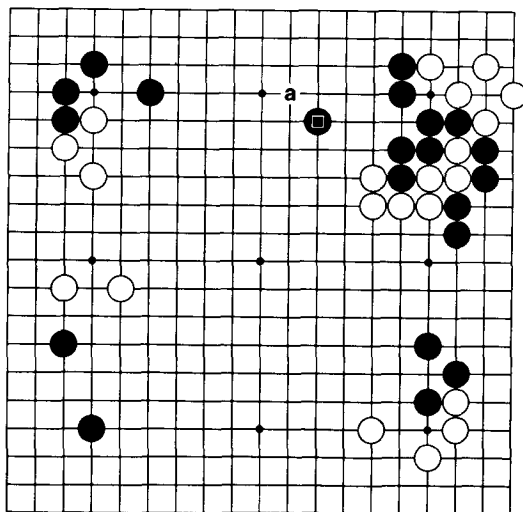
The Sixth Stratagem: Feint to the East, Attack to the West

This stratagem can be found in any military dictionary: "Make a big show of attacking to the east, but actually attack to the west". Its purpose is to confuse the enemy. For appearances sake, you make preparations to attack this side, but you actually want to attack somewhere else. This stratagem is extremely common in both military and Go applications. Because of this, everyone knows about it. When you use this stratagem, the enemy can always recognize it and foil your plans, resisting with a suitable response. In Go, the meaning of this stratagem is broader. In a specific situation, tsuke-oshi, harassment, uchikomi, etc., could all be "feint to the east, attack to the west" tactics.

Because this stratagem is so well known, the level of difficulty in using it is higher. So you must be flexible. Give your opponent the impression that you really could go either way, and only then will you be able to confuse him.

Basic Figure: Selected from a domestic rapid-play tournament. When Black played , his goal was not entirely to surround territory on the upper side.- He also intended to lead an attack against the White stones in the center. Right now, White can only consider the upper side and the right side for his next move. But the choice is still certainly difficult.

First, let's look at what measures White can take inside Black's territory on the right side.



Basic Figure

Diagram 1: The invasion at White 1 is often used against this shape. The kosumi of Black 2 is forced to prevent the watari. White does not have any especially severe measures. Keima at White 3 is common. Making watari with Black 4 and after seems a necessary inconvenience, but actually it is not. Black only needs to play at *a* to make life, after which *b* becomes a weak spot in White's position. Thus, White cannot carry out this attack against Black, and as a result White cannot be pleased.

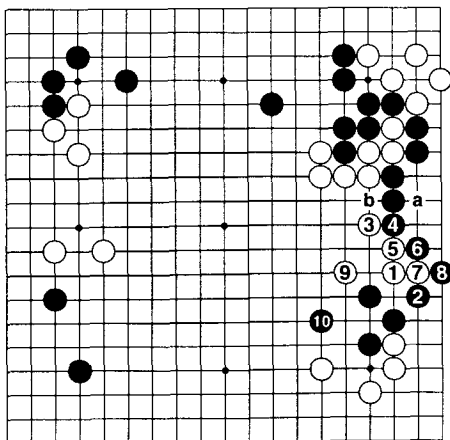


Diagram 1

Diagram 2: If White changes his invasion point, this would normally be a severe move when White has no fear of attack from the rear. But in this game the string of White stones in the center is rather thin, so it is hard for this invasion to avoid being a little unreasonable. Black's kosumi-de at 2 attempts to close White in, so he can only press outward with 3, 5, and 7. Black follows the flow, staying ahead, being at an advantage. White has

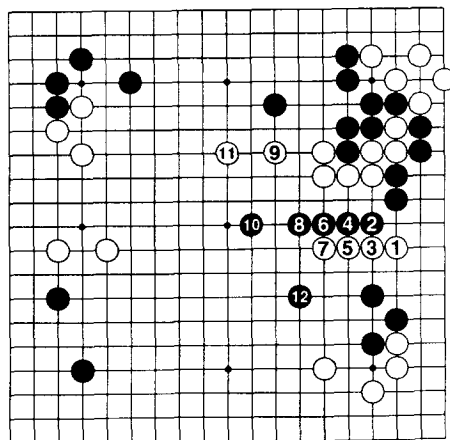


Diagram 2

to turn to 9 and 11 to look after his center, which is a little muddled. Black 12 closes White in, putting those four stones in a dangerous situation. White is clearly at a disadvantage in the fighting to come.

Diagram 3: Since the White invasions on the right side are not too good, he can only consider playing on the upper side. The uchikomi at White 1 is a bad choice. After Black attacks with a hasami at 2, White is merely reducing the moyo, not affecting Black in the least. If White plays tobi at 3, then Black peeks at 4 and then puts his position in order with 6. White would probably play kosumi at 7 to maintain contact. Black then first plays 8 to shore up the right side, then waits for the White response at 9 to grab the chance to play oba at 10, strengthening the corner. Overall, the game has become very close. Black has the easier game.

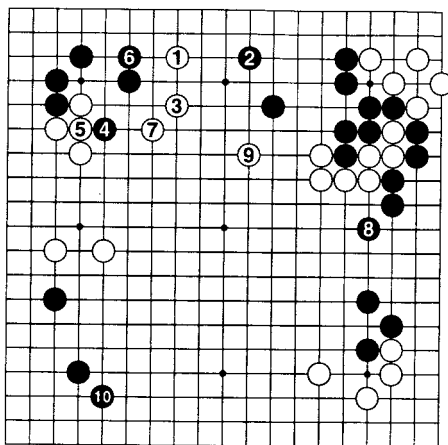


Diagram 3

Figure 1 - Actual Game Continuation: White cannot be satisfied with any of the variations shown in the previous diagrams. There are errors in the direction of play and in the choice of points to play. From White's standpoint, the important contradiction in the game is that the isolated stones in the center must avoid a fierce attack by Black.

The uchikomi of White 1 is the correct way to play. Presing at Black 2 is a good point.

The tsuke-oshi at White 3 is an often-used approach, and hiki at Black 4 is also common. Now White 5, sacrificing some stones to seal in Black, is an absolutely outstanding move! From this move on, the contours of the tactic of "feint to the east, attack to the west" begin to become apparent.

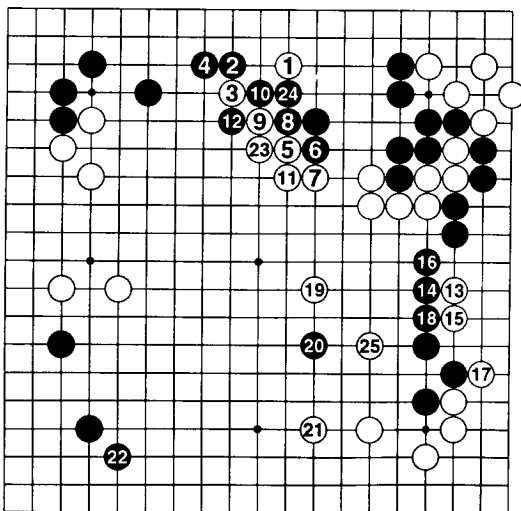


Figure 1 (1-25)

Black captures the invading stone (White 1) with 6 to 12, gaining considerable territory. White makes the isolated stones near the center thick, then turns his attention back to the invasion of the right side, which is now severe. Now White is not afraid of being attacked in the center, so there is no advantage for Black in attacking as in Diagram 2. Therefore, Black can only utilize the submissive press at 14, followed by hiki at 16, allowing White to connect. The hane-watari of White 17 takes an extremely large amount of profit. Not only does it destroy about ten points of Black territory, but also increases the corner territory by almost ten points as well. Even more relevant is that the entire group of Black stones are without a base. This gain greatly outweighs the loss incurred by the sacrifice of a single stone on the upper side. After this campaign, White has established superiority across the whole board.

Diagram 4: When White invaded the upper side, if Black played on the outside, allowing White to live on the inside, perhaps he would be better off than in the actual game. Black 2 is keima-oshi, and White crawls at 3 to make life. Black 4, 6, and 8 are played to build thickness in the center, but this is probably also the only choice for a reply. After the White tobi at 9 in sente, he has achieved a basic living shape on the upper side (White can play de at *a* in sente, so he need not fear a Black oki at *b*). It would be expedient to bolster the center

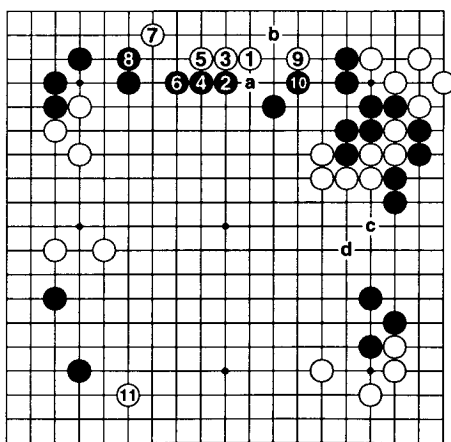


Diagram 4

group, but because there are plays around *c* and *d* in sente, they are not likely to be captured immediately. More important would be to play kakari on the lower side to seize the big point. From Black's viewpoint, this route is a little slower and longer, but as far as White is concerned, it is a success. He knocked down Black's territory on the upper side in sente. Later, if he can only find a way to settle his group in the center, then he will take the lead in actual territory, and it will be easy for him to control the course of the game.

Diagram 5: If we say that White 5 in Figure 1, sacrificing one stone, is the one move with full-board vision, then White 5 in this diagram, rescuing one stone, is just the opposite. This hiki at 5 is really ponderous! The kosumi of Black 6 is the perfect move, separating White into two groups on the left and right. Now White has slipped into a situation where he is struggling to make life for both groups. White plays tobi at 7, and Black follows the flow with tobi at 8. So White again has to turn around and look after the right side. After Black makes the diagonal play at 12, he still can attack at *a* or *b*. It would be difficult for White to counter both threats. Forced into passive play, White is obviously at a disadvantage.

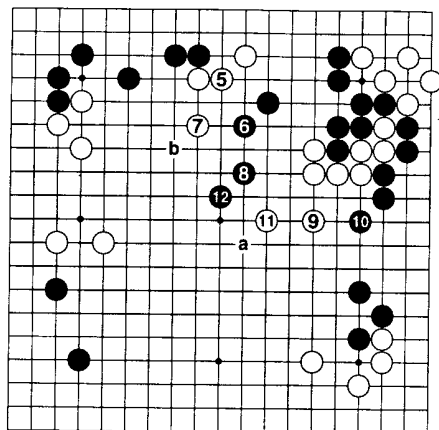


Diagram 5

Conclusion: Because of his weak group in the center, White saw that it would be disadvantageous to directly invade on the right side. As a result, he chose to first invade the upper side. Although the invasion on the right side is still the target here, this move gives Black an impression that “he could do this or he could do that”, and that makes it hard for him to ascertain what White might do. White waited for Black to attack the invading stone, then he nimbly sacrificed that stone in order to build thickness in the center in sente. Only then did he turn back to invading the right side. Black could not be so forceful, and could only allow White to watari without a care in the world. White achieved his goal. (If you say that White should not sacrifice this stone, but instead should try mightily to handle two weak groups in the center, then you are piling one mistake on top of another.)

In this game Black fell into a passive position because  in the Basic Figure was an overplay. Under the circumstances at that time, Black's correct play was *a* in the Basic Figure. After Black made this inaccuracy, White invaded the upper side, and then used a nimble, ingenious sacrifice to reach his main goal of invading the right side. This is one example of the successful use of “feint to the east, attack to the west”.

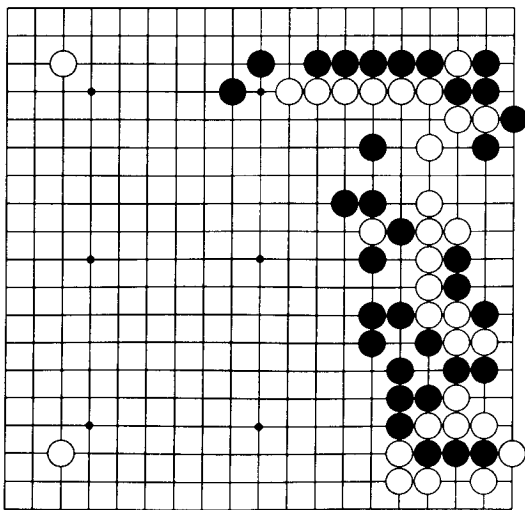
The Second Set: Stratagems for confronting the Enemy

The Seventh Stratagem: Make Something Out of Nothing

The meaning of this term is to fabricate something out of thin air, to be deliberately provocative. Its meaning when used as a stratagem is to mislead the opposing side through false appearances, but not completely false. When the time is ripe, the false appearance becomes the true appearance. By the time the opponent discovers it has become real, it is too late to take countermeasures.

The meaning is about the same when used in Go. That is, making a probe in a place where it seems there is no problem. Real is fake, fake is real, and hidden within is a murder plot. By the time the opponent discovers it, there is nothing he can do.

Basic Figure: Selected from the 1986 All-China Individual Go Tournament. Looking at the whole board, White has occupied three corners, and in actual territory appears to have taken the lead. But Black has tremendous thickness in the center with good potential. White is also in a low position in both of the open corners. These are favourable factors for Black to build a moyo in the center. The key to this position is to find out how Black can develop the center such that he gains a territorial balance with White.



Basic Figure

Diagram 1: For Black to play kakari at 1 at this point in time is unsuitable. The territory along the upper side is small, and the center is huge. So the keima of White 2 directly affects Black's management of his central moyo. Pressing at Black 3 is a locally severe move. White turns the tables with kosumi-tsuke at 4 and keima at 6, forcibly occupying the big point on the upper side in sente — this is alert and resourceful play. Now Black does not have any severe attack against White's corner, and furthermore White 8 is an impediment to his management of the center. Black is at a loss.

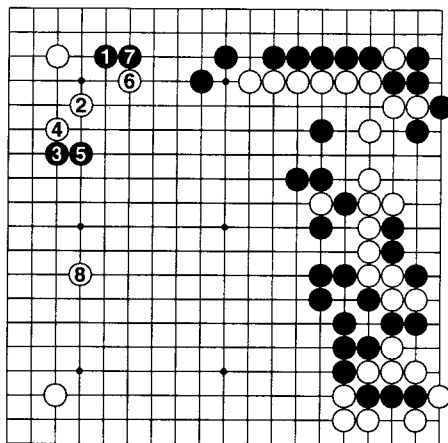


Diagram 1

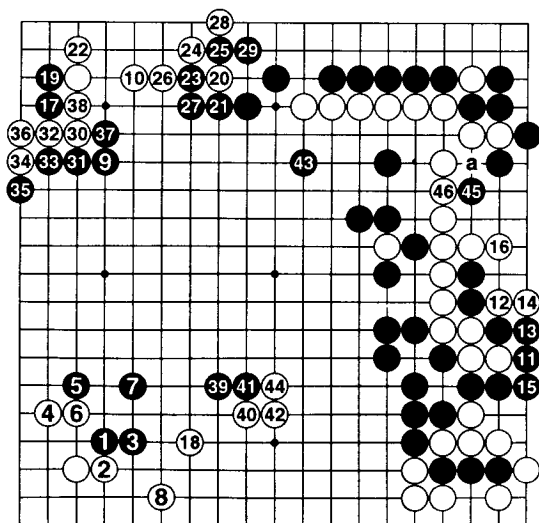


Figure 1 (1-46)

Figure 1 - Actual Game Continuation: The White corners were both low, so the ordinary shoulder hit against the 3-3 point was just the right play. White 2 was in the correct direction. Nobi at Black 3 was probably best. When White played keima at 4, Black's keima at 5, pressuring White, could succeed because Black was so thick in the center.

After the usual exchange on the left side, Black suddenly turned to the right side with 11 and 13. This baffled White, and is precisely the key place where Black used the stratagem of “make something out of nothing”. Now the White dragon has firmly captured two Black stones, so it is hard to see that there is any element of danger. Thinking that Black was merely testing him with these two moves, White rather off-handedly played 14 and 16. Black had already reached his goal, but not giving the slightest hint of elation he turned around and attacked White's upper left corner at 17! The idea behind this move was the hope that White would play 30, after which Black could play osae at 31 sacrificing one stone and building thickness on the outside with sente. Then he could grab the best point on the lower side at 40. But White sought to foil Black's plot by first playing keima at 18. Black crawled in at 19 to commence the attack on the corner. 22 was coolly played, and from 23 to 38 a trade was made. White made a large amount of profit in the corner, in return for which Black was able to close off White's route into the center.

Now 39 was the vital point! Building up the center on a large scale, Black pressed at 41 in sente and locked White's exit on the upper side at 43. The reasoning behind this series of moves was obvious. You can see that Black was single-mindedly developing the center, so playing White 44 into the center was only natural. What he didn't know was that Black had already secretly dispatched an assassin.

But the peep at Black 45 was a mistake! The correct play was at a, putting two stones into atari. Then White can live by playing at 45, but Black gains considerable profit in sente by capturing the two stones, and has a superior position. In the actual game White continued unaware of Black's calculated attempt to capture White's dragon, still thinking of it all as just an end-game play. As a result, he hastily connected at 46 (White's correct response is shown in Diagram 2).

Diagram 2: Making an empty triangle at 46 seems like a clumsy move for White, but it is actually the urgent point for making eyes. After Black connects at 47 and White connects at 48, White will be able to make one eye in the upper section, so the oki of Black 49 is no cause for alarm. After White 50 and 52, Black needs to play 53 to steal an eye. Then White hanes at 54, can still make one eye above, and so is alive.

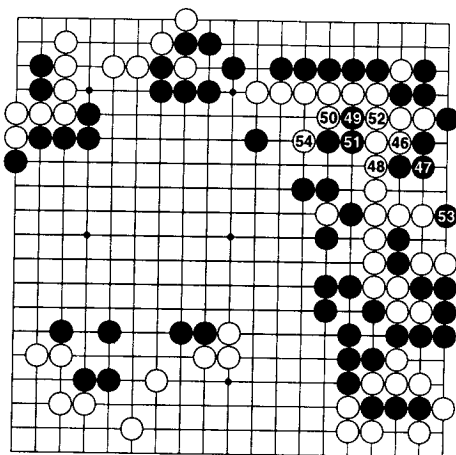


Diagram 2

Figure 2 - Actual Game Continuation: When Black played atari at 47, it was too late for White to do anything. White could not help but connect at 48. Black 49 was an absolutely stunning move, after which White's big group cannot make two eyes. White played tsuke at 50, again looking for some way to make life, but it was too late. Black's surrounding net was drawn tightly closed, and with 51 he forcefully destroyed this eye. 52 to 64 was useless resistance. Black handled both of his groups in a simple fashion. The last test was the throw-in at 66. Tsugi at 67 was correct. White was handicapped by not being able to play at *a*, and thus could not capture Black via oiotoshi. The big dragon was slain.

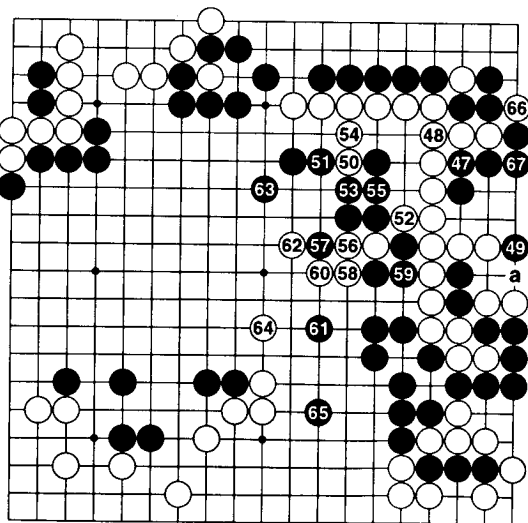


Figure 2 (47-67)

Diagram 3 (Variation): After Black 49 in Figure 2, White 50 as here leads to the same result. Black crawls back with 51, and despite capturing two Black stones with 52 and 54, White cannot make two eyes. If White 56 is thrown in at 57 instead, Black can capture 52 by playing at *a*, and White is unsatisfactory as well. In sum, after the Black hane-tsuke at ㊦ this White group cannot be resurrected.

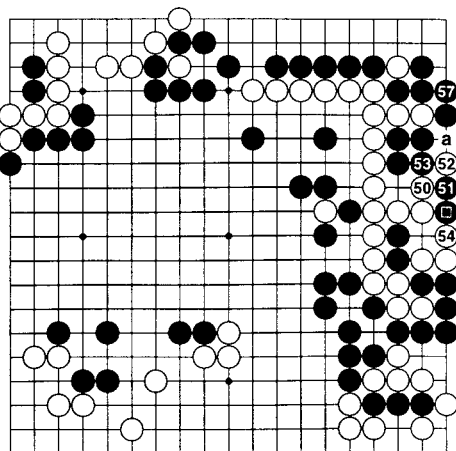


Diagram 3

55 at ㊦, 56 at ㊦

Diagram 4: The root of the trouble that caused the death of the White dragon was the atari at White 14 in Figure 1. The correct response is at White 14 in this diagram. That way Black cannot continue at 22, because the damezumari situation that prevents a play at *a* in Figure 2 does not exist. Now if Black wants to kill White, he can only play tobi at 19, and from White 20 to Black 31 the big dragon becomes a ko. If it is to become a ko fight, right now Black has not the slightest confidence in it, because White has a large number of internal ko threats. Black cannot play the ko for now. So if White

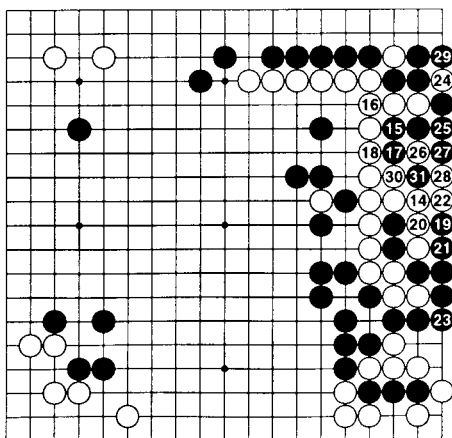


Diagram 4

answered correctly when Black played 11 and 13 in the actual game, Black would have to act according to the circumstances. In the final analysis, there is a life or death ko fight hidden here. In a fight in another part of the board, Black can count on this latent threat to get the upper hand.

Diagram 5: Rather than playing magari at 44 in Figure 1, if White had reinforced his dragon as here, then Black could seal off White's head on the upper side in sente, then play the important point at 55 on the lower side, forming a huge territory in the center. It is obvious that this is not advantageous for White.

After this, Black can simply stabilize the situation through 75, firmly surrounding the center. On the board, Black is ahead by more than ten points, and his victory is in hand.

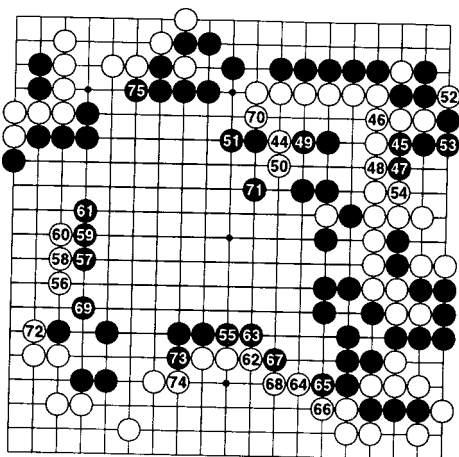


Diagram 5

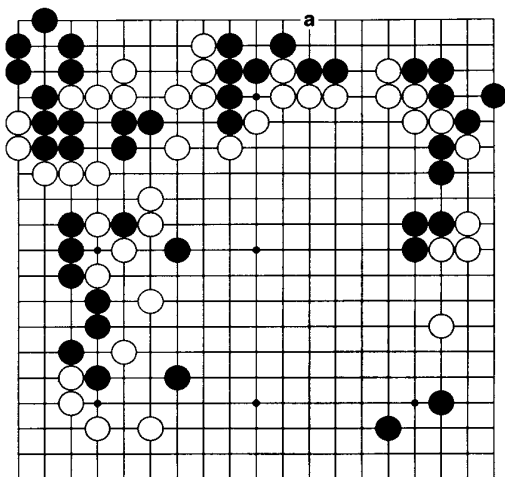
Conclusion: Black captured White's big group because Black used the stratagem of "make something out of nothing". First he set about building up the center, then made a test probe in a place that his opponent felt was completely safe. Fake or real? Suddenly when the time was right, false turned to true, and the dragon was slain. When the opponent discovered this, it was already too late to save the situation.

The Eighth Stratagem: Secretly Cross at Chencang

„Openly prepare the attack route, secretly cross at Chencang” was a military strategy of Han Xin. He sent Fan Hui and Zhang Yang to prepare the attack route, then he personally sneaked through Chencang with his army, attacking the Chu army unawares. Afterwards it has come to mean using some false activity as a cover for the real activity in order to meet one's own goals.

Using this stratagem in Go, the general meaning is to play one place such that it appears you are going to break through there, but actually you are going to suddenly undertake action elsewhere.

Basic Figure: Selected from an overseas tournament. Presently, the Black group on the upper side needs reinforcement to live. The simplest way to do this is by playing at *a*, which makes the group alive. But White is not thick on the outside, so should Black rely on this lax play to make life?



Basic Figure

Diagram 1: Setting out directly with Black 1 would not work. White can forcefully lock him in because the group on the upper side is not alive. When Black separates White in gote with 9, he suffers the oki of White 10 and loses the semeai due to a shortage of liberties.

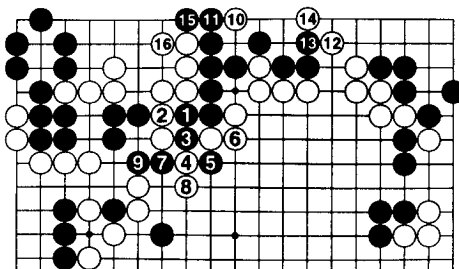


Diagram 1

Since he cannot take the direct approach, he can only make life first. How about *a* in the Basic Figure? Let's think a little more about whether there might be some other way.

Figure 1 - Actual Game

Continuation: Kosumi at Black 1 was a positive way to play. Next move he could watari, claiming a large amount of territory. It's only natural that White played osae at 2, preventing the connection. Because Black certainly was not alive, preventing the watari seemed like the rational thing to do. Actually, the kosumi of Black 1 was just firing blanks. The real plan was "secretly cross at

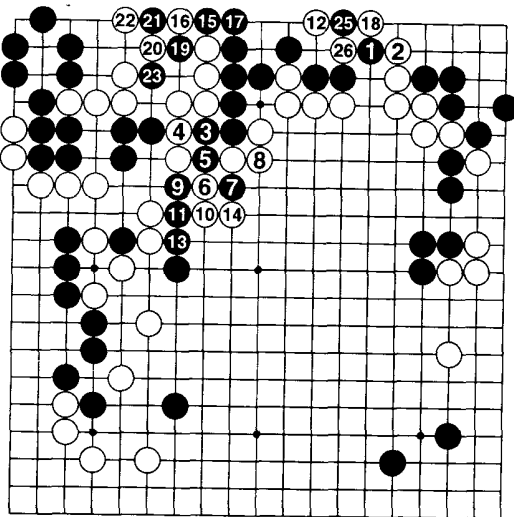


Figure 1 (1-27) 24 at 16, 27 at 21

Chencang". With the exchange of Black 1 for White 2, Black 3 and the following moves, advancing in the center, became a severe attack!

Black advanced at 3 and 5, and White had to play osae at 6. After the cut and ate at 7 and 9, the de at 11 was the key play! This de was Black's secretly hidden good play. Its purpose was to provide ko threats in the center after the ko in the semeai on the upper side began. This made a tremendous difference. White played the oki at 12 to kill Black. After Black connected in sente at 13, hane at Black 15 was best play. Following this, it became a ko fight. But Black had an internal threat at 25, and White did not have any threats large enough to fight the ko-White was losing the whole game.

Diagram 2: If Black 11 in the actual game is changed to the hiki in this diagram, White 12 and so on still follows the same sequence as in the game. The difference between this variation and Figure 1 is that when Black takes the ko with 25, White can find ko material on the right side at 26. Black can only correct his defect at 27 and then White plays the oki of 28, killing the Black corner, turning the situation into furi-kawari. Now if

Black plays de at 33, White can connect at 34, sacrificing the two stones in the center. (If at the start we have the exchange of Black 33 for White „a“, then at this point Black plays atari at „b“ followed by tobi at „c“ capturing the White stones on the side, which is not good for White.) The result of this exchange would be that both sides would gain about the same amount of profit. On the board, Black would have at least 55 points and White about 50, and it is Black's turn to play. However, White has some potential in the center and the safety of the Black stones on the right is in doubt, so it is hard to say who has the advantage at this point.

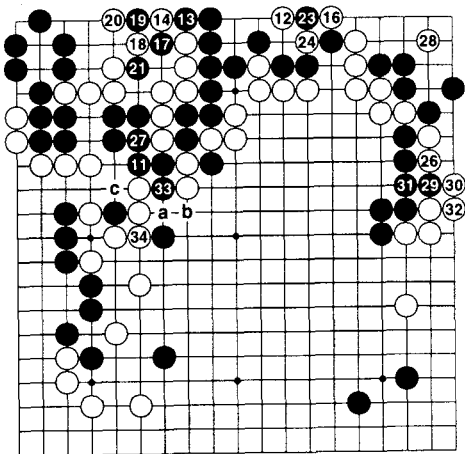


Diagram 2 22 at 14, 25 at 19

Because he did not discover Black's excellent resource of 11 in Figure 1, White mistakenly thought he could force the exchange in this diagram, and that is why he played osae at 2 in the actual game, thus falling for Black's stratagem of "secretly cross at Chencang".

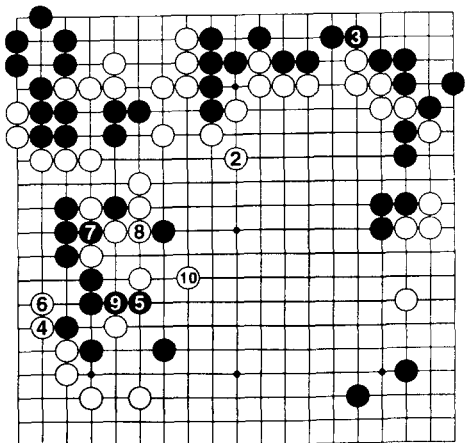


Diagram 3

Diagram 3: White's correct play was to reinforce the center with kake-tsugi at 2 (in response to Black 1 in Figure 1), allowing Black to watari. (Although the profit gained from Black 3 is extremely large, White has no alternative.) White's compensation comes from being able to take sente and move first somewhere along the left side. Hane at White 4 is an important point. Black would be unwilling to play submissively at 6, but rather would play tsuke at 5 for a counter-attack. White can take his

compensation in the form of territory with nobi at 6, and afterwards can still use the attack on Black to enlarge his center. This way, although Black has accumulated more territory than White, White has some potential to develop the center, so there is still a long road ahead.

Diagram 4: At the start, if Black had just reinforced himself with the kake-tsugi at 1, White would be delighted to strengthen his own position at 2. Now Black has a difficult time looking after both left and right sides. If Black plays 3 on the left side, White settles the position in sente with 4 through 8, which is hard for Black to accept, then takes sente again at 10. Black needs one more move in the corner. White gains much profit, and only needs to build a thick position with 16 and 18 to be thoroughly satisfied. If Black plays 3 on the right side at 11, then White can continue as in Diagram 3, so White can be just as satisfied with this result.

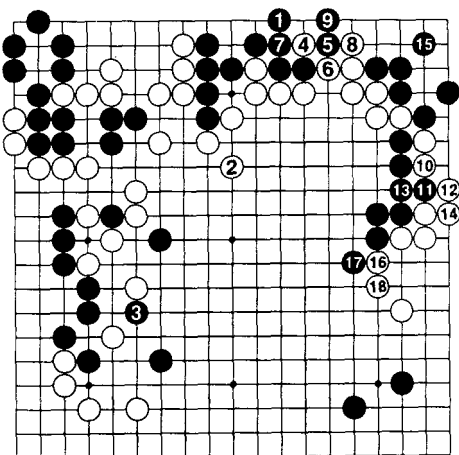


Diagram 4

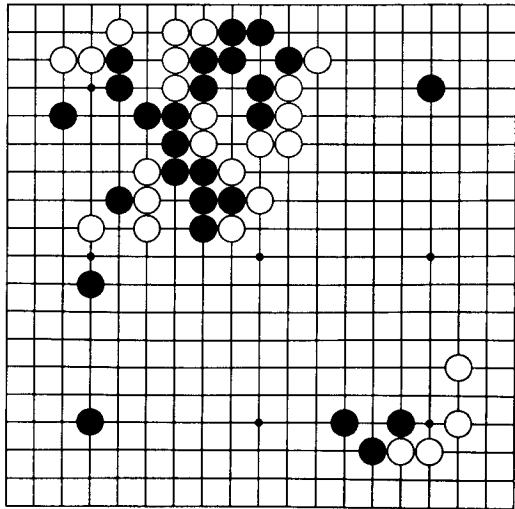
Conclusion: When Black chose the kosumi on the second line, it looked as if the idea was to attempt to watari, but actually the goal was to break through elsewhere. As a result, White did not realize this and fell for it. Black grabbed the opportunity and immediately attacked. The de at Black 11 in Figure 1 was the key move for the success of this stratagem. Or you could say this was the root cause of White's mistake.

This stratagem is different from „feint to the east, attack to the west“. The important point to this stratagem is that the goal seems very clear. Actually, the player intentionally exposes his own actions, making his opponent seek means to block him and prepare countermeasures, while he himself secretly prepares a breakthrough elsewhere.

The Ninth Stratagem: Watch the Fire from the Opposite Shore

The general meaning of this stratagem is: When an internal split occurs in the enemy camp, we wait for internal strife to develop, and let the enemy weaken his own forces. For application to Go, we can explain it as: If the opponent has a weak group, directly attacking it calls his attention to it, helping him concentrate his full force to protecting it. It is then easy for him to make life and handle the difficulty. This way you cannot gain much. When you run into this sort of situation, it is proper to choose another method. For instance, you might start some action on the side, drawing the opponent's attention and strength. When the opponent is mired in this fight he has no further forces to look after another one, so we make our preparations to attack the other side. When the time is ripe, we immediately turn about and exact maximum profit.

Basic Figure: Taken from a domestic training game. The game is relatively confused. Black needs one more move for his group on the upper side. White has another group on the left side. Black has still another group running from the corner directly into the center. The position has become one in which both sides are mutually pinned down. Now the choice of the next play can have a profound effect on the future course of the game.



Basic Figure

Diagram 1: The easiest thing to think of is Black 1. White 2 connects in the center, and they have become mutually pinned down. After nobi at Black 3 and a White tsuke at 4, if Black doesn't hane with 5, then he can only hiki. If hiki, White will run for the center with 6. Black has the more difficult task. If he wants to look after the center, he must press at 7 and 9 then keima at 11, but this way White can follow along, smoothly advancing toward the lower side. When White tobis at

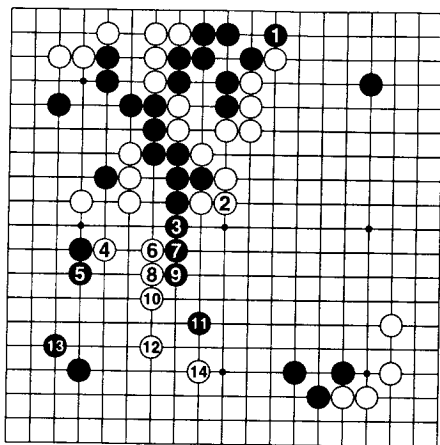


Diagram 1

12, Black 13 is a must to protect against a corner invasion. Furthermore, the keima at White 14 is the perfect move. The result of this variation is that not only has Black not gained any profit but also White has complete control over the right to exercise attack and defense options. Clearly Black is inferior.

Diagram 2: If Black chooses hane at 5 instead of hiki as in Diagram 1, then the nobi of 6 is natural. After playing narabi at 7, Black has no choice but kake-tsugi at 9. Now the urgent point is boshi at White 10, prompting Black 11, after which the magari at White 12 and press at Black 13 follow. Then White 14 lightly jumps making good shape. Black still cannot attack White and is thus at a disadvantage. (If White 10 were carelessly played as the lone magari at 12, Black would play the urgent point of *a*, and White's eye shape would be bad.)

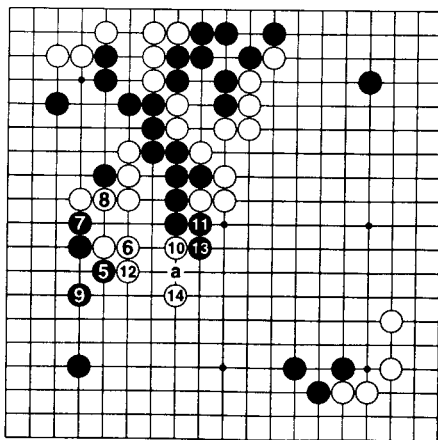


Diagram 2

We can discard this approach of Black first reinforcing his group. So let's

collect a few variations first attacking the White stones on the left, and see if this is better.

Diagram 3: This is what happens if Black first attacks on the left side. Black starts the attack with tobi at 1. Kata-tsugi at White 2 is sente. Following the response at Black 3, closing White in, he plays 4 through 12 to make life. As a result, although Black has sealed in White and forced him to make a small life on the inside, he has made White completely safe; more like a gift to White. Furthermore, Black has come away from the left side with sente, but has to make a play on the upper side to secure his own group, so White gains sente and can split the lower side. Black has not gained much, and overall White has the advantage.

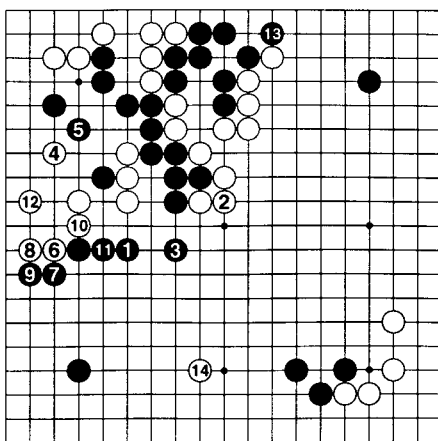


Diagram 3

Diagram 4: If Black attacks the four White stones on the left this way instead, then White hanes at 2, fighting back by sacrificing them. Black makes do with pushing his way out with 3 and 5, allowing White to build a wall in the center. With the play following from White 6, the upper side turns into a ko fight. In this fight, White is light and Black is heavy. During the ko fight, White manages to press at 12 and 18 in sente, reducing Black's influence, and finally abandons the ko to take 24, attacking the four Black stones on the lower side. Looking at the whole board, Black has about 40 points on the left side. White can gain profit on

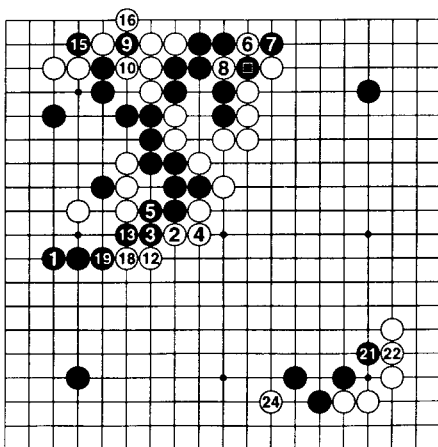


Diagram 4 ⑪ at ①, ⑭ at ⑧
⑰ at ③, ⑳ at ⑤, ㉓ at ⑦

the side and in the center by attacking the four Black stones on the lower side, so Black's outlook is not optimistic.

None of the previous diagrams have been ideal for Black. First making his group safe, Black winds up losing, with White gaining the first move in the center. Likewise if he rushes to attack the four stones on the left side, he helps White settle his group, which has a bad effect. Once White is completely safe, Black has to reinforce his own group on the upper side, and White is first to take the oba on the lower side. Then where should Black begin? Now, Black should not consider directly attacking the left side nor patching his own defect; rather, he needs some move that looks after his group in the center. For this move, see the actual game continuation in Figure 1.

Figure 1 - Actual Game Continuation:

The cross-cut and atari at Black 1 looks after the entire board. It strengthens the center, and simultaneously strengthens the upper side, and threatens the four stones on the left side as well-what a great move! Rather than a direct attack, he makes a play on the sidelines, eying those stones, waiting for the right time to make his move. This is the key play for this stratagem. It seems White must naturally extend at 2, but this is actually playing into the enemy's hands.

Here White should take a detached look at the whole game. Adopting a policy of compromise would be clever.

Black happily plays at 3, sending White into a disastrous situation. Fighting back at White 6 is useless. Black smoothly plays 7 and 9, and the four White stones on the left side are done for. White has already given up a lot, so he turns to the upper side to start a ko fight.

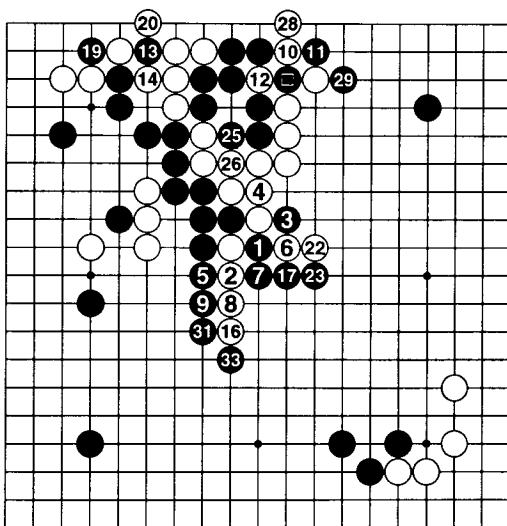


Figure 1 (1-33) 15 at 15,

18 at 12, 21 at 15, 24 at 12,
27 at 15, 30 at 12, 32 at 15

Now Black can treat the upper side lightly. He fights the ko starting with 11 because he has internal threats at 13 and 19, while each threat White finds is at a cost. Finally although White wins the ko and captures a few Black stones, Black is able to play 31 and 33 in succession, so over half the board becomes Black's sphere of influence. There is no denying that Black is superior.

Diagram 5: When Black cuts in the center, if White goes directly to the ko fight, Black can sacrifice the upper side and play 3 and 5 in the center making ponnuki, becoming really thick all around. Then he turns to tetchu at 7, fiercely attacking White's four stones on the left side, leading to a bitter battle for White. Now that Black is thick in the center, White has lost his opportunity to play keima at *a*. (If Black also gets to play at *b* White can hardly find anywhere to play.) White can only play on the left side. It is very easy for Black to obtain profit at least equal to what White gained on the upper side by using this attack, so Black has the advantage.

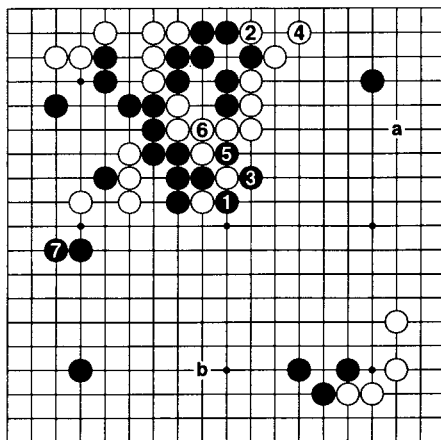


Diagram 5

Diagram 6: White's entire sequence of moves [in the actual game] was brought about because he did not stay cool and calm at the crucial moment. Now White should consider that the center is the most important place.

White 2 is the only cool and calm move to keep the game from tilting in Black's favor! Black 3 making ponnuki in the center seems inevitable, but actually it is

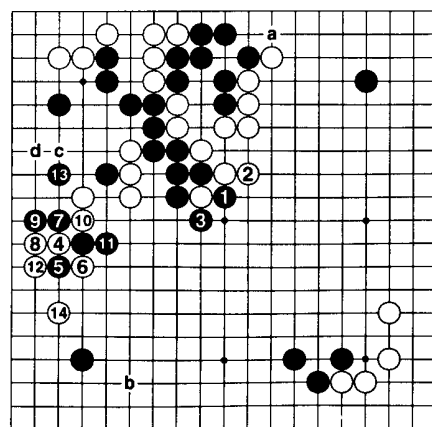


Diagram 6

too slow! White strikes underneath at 4 and cross-cuts at 6, starting a running fight on the left side. The variation down through the reinforcing move at White 14 is furi-kawari. This outcome is better for White when you take the whole board into account. Because Black still needs to play at *a*, White will be able to play the double kogeima kakari at *b* breaking up Black's lower side. In the future, there is a yose play inside Black's territory in the tsuke at *c* or oki at *d*. This is all created by the capture at Black 3. The correct play for Black 3 is shown in Diagram 7.

Diagram 7: The urgent point for Black 3 is tetchu on the left side rather than capturing in the center. If White doesn't respond, then after the Black capture at 9 his moyo would be too big. So White must strongarm his way out with 4 and thereafter. Black can capture at 9 in the course of the attack. White would find this result acceptable. Overall, White has an unsettled group slowly making its way toward the lower side, and sooner or later Black needs to play at *a*. This is the

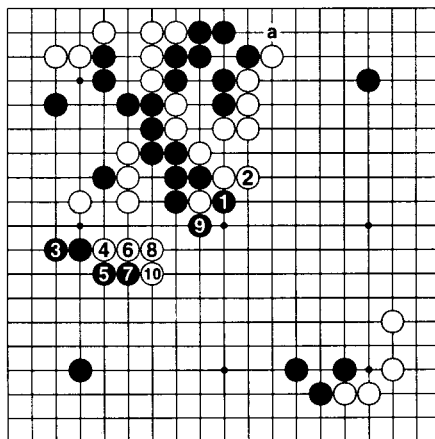


Diagram 7

variation that both sides would accept. Only in this manner can they both avoid immediately falling into a lost position at the crucial moment.

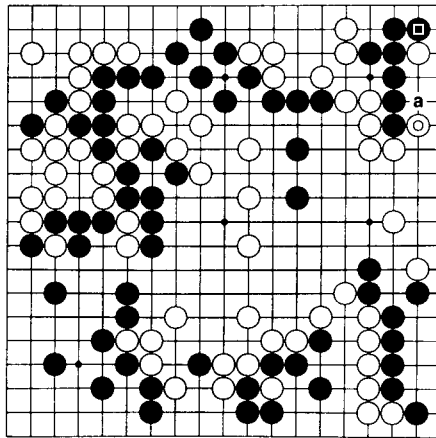
Conclusion: Black first plays in the center rather than making a direct attack on the White stones on the left side, leading White into a ko fight on the upper side. When White sinks into the ko fight and helplessly seeks ko threats in the center, Black takes advantage of the opportunity to harvest the center, simultaneously attacking White's stones on the side. Black gets a wonderful result. In this game, Black utilized the stratagem of "watch the fire from the opposite shore". He had a goal in mind. He skillfully brought out the "fire", putting his opponent in a state of confusion, and thus obtained victory.

The Tenth Stratagem: Hide a Dagger with a Smile

The original meaning of this stratagem is: on the surface we appear peaceable, letting the opponent believe in us, and furthermore making him numb to the main idea. But we secretly prepare a dagger, waiting for the right moment to act, so the opponent has no time to react.

The application to Go is: It looks as if we are playing aimless, ineffective moves, but actually it is a secret operation. When the opponent becomes confused by the false front or relaxes his vigilance, then we suddenly make our move, leaving him helpless.

Basic Figure: Taken from a game in the Fifth “National Championship” of 1985. The exchange of White ◎ for Black ◻ was made long ago. Here Black's correct play is osae at *a*, settling the position. Because just the stump of this error has been left behind, White has a definite opportunity. Under normal circumstances, Black would be in the lead. Black has about 55 points, White at least 45 points plus a little potential in the center, and it is White's turn to play. Although with steady play [White] would stay a little behind, in the final analysis the fight would be decided in the endgame. It all depends on what strategy White uses.



Basic Figure

Diagram 1: Under normal circumstances, White would exchange the biggest yose with Black at 1 and 2. Then after hane in sente at 3, he would turn to some other yose point. But this manner of play is only for those positions where White is ahead or the game is close. In the current position he is behind so he should not play according to the normal approach, settling the position, because after it is settled the opponent can precisely judge the size of his lead. In the diagram, with White 5 and after,

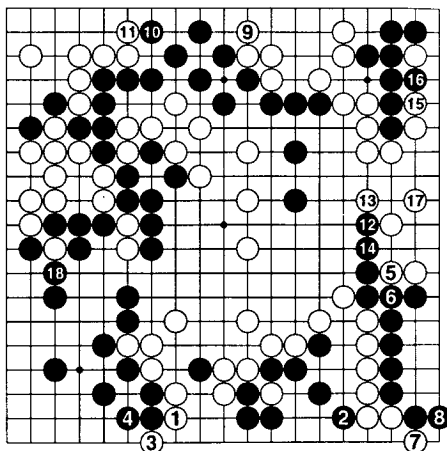


Diagram 1

After White 9 and 11, Black gains sente. He only needs to play the simple tsuke-oshi at 12 and 14 and then reinforcement at 18. Black obviously is better. Now the situation is as follows: Black has 43 points on the left side, a total of 14 points on the lower and right sides, six points in the upper right corner and two points on the upper side, for a grand total of 65 points. White has 25 points in the upper left corner, 15 points in the vicinity of the right side, about 12 points in the center, a grand total of 52 points plus potential for development in the center. On the board there is a difference of about 13 points, and no matter how the center is developed he cannot possibly make eight points or more, so White is lost.

Figure 1 - Actual Game Continuation: Of course, White absolutely must make the yose plays on the upper side, so he should reserve any

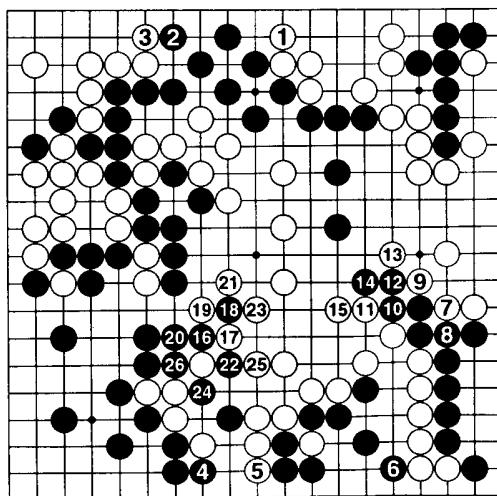


Figure 1 (1-26)

variations and just play 1 and 3. This way, Black's calculations are bit more murky. The magari at Black 4 is the biggest yose play-its value is not small. But this move is Black's little, tiny mistake. Black should have considered playing on the right side. From White 7 to 15, the yose plays are quite ingenious. White gains a lot of profit on the side and in the center. At this point, the game has become close.

The tsuke at 16 down to the capture of four stones with 26 looks large, but actually the gain is insignificant. The profit from Black's capture of four stones is reduced by White's capture of one stone in the center, so the value is small. Therefore, we can recognize that Black 16 and thereafter are the final losing moves in this game.

Figure 2 - Actual Game Continuation:

After White takes a little profit in sente at 27, splitting Black up at 29 is the best policy. Black 30 could only be played at 37 or 36 to reinforce that group. If that way, then White would play hane at 33 and *a*, then take the point on the left side at *b*, and the outcome of the game is hard to predict. He would have to watch each yose play carefully. In the figure, when Black played 30, White 31 was an alert and resourceful move!

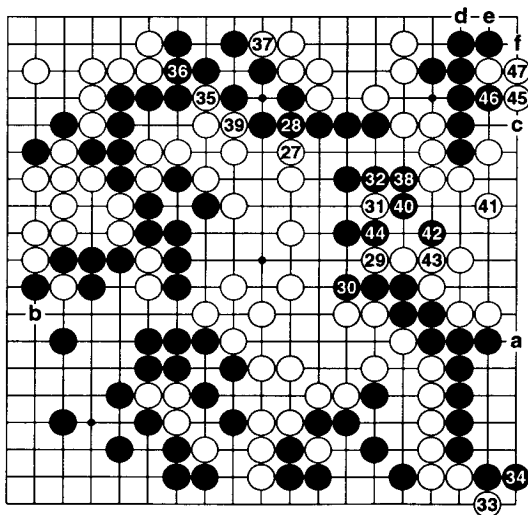


Figure 2 (27-47)

After this, Black has lost the yose play at 40. The balance of victory was tipping in White's favor. The connection at Black 32 was a misconception. He thought he could make life here, but neglected White 35 and so forth taking away Black's eye space, as well as the sente kake-tsugi at 41. This is the legacy of the exchange of White ◎ and Black ◻ in the Basic Diagram and it is also this mistake by Black that gave White the opportunity to win. Once White had played kake-tsugi at 41, Black could only make life for the big dragon in the middle of the board, and with the kosumi of 45 White unconditionally killed Black's

corner. (After White connects at 47, Black *c*, White *d*, Black *e*, White *f*.) So right here Black was finished.

Black had responded at ④ in the first place because he mistakenly thought about the variation in Diagram 2.

Diagram 2: Black overlooked the White kosumi at 45 in the actual game, thinking that the strongest move was White 1 here. After atari at Black 2, he is alive with 4. If White 1 is played at 4, then Black can calmly play ate at 3, and he is alive all the same.

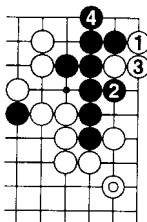


Diagram 2

The primary reason Black lost this game is that he did not notice that ㊦ would be sente. The other losing moves were 16 and 18 in Figure 1. At that time, Black was still in the lead. He only needed to make accurate yose plays to gain the victory. (When he played tsuke at 16, the correct yose sequence was more likely as in Diagram 3.)

Diagram 3: The largest move was the single-stone capture at 16. After narabi at White 17, when White peeps at 19, the de-ate at 20 is well-timed. This is very hard for White to take. In order to protect his territory on the side, he must reluctantly part with these two stones. The tsugi of White 23, capturing one stone, is a big play. Black gains a little in sente at 24 and 26, then settles the position in sente with 28 to 33, and finally takes the big yose play at 34. Black is ahead of

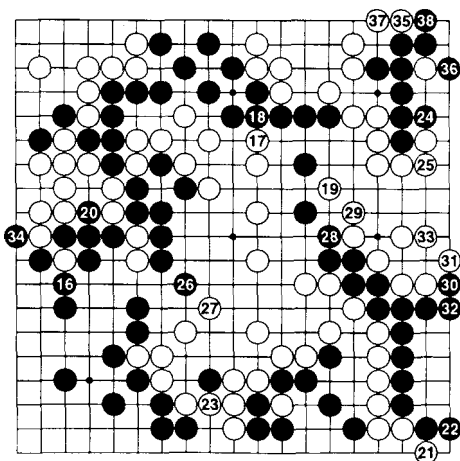


Diagram 3

White by almost 10 points on the board, and can force the win. Perhaps in the course of this yose, there are some better plays. For instance the exchange of the peep at 19 and Black 20 was a slight loss.

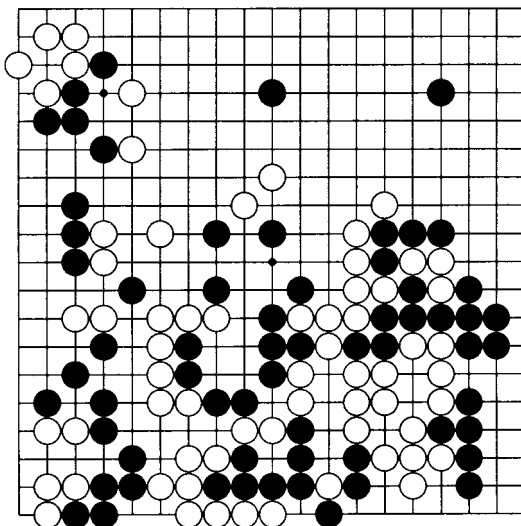
But with a lead of close to 10 points on the board, Black only needs accurate endgame play, and no matter what, the end result won't change. At least we can end this by saying Black wins by a small margin.

Conclusion: Black  in the Basic Figure should have been played as *osae* at *a*. But Black did not play this way. So White judged that Black might not notice that White 41 in Figure 2 would be *sente*. Based on this judgement, he undertook a series of preparatory works, patiently waiting for Black to make a mistake. How can we make Black make a mistake? Without a doubt we need to adopt several tactics on several fronts. In this game White adopted what seems a most ordinary playing style, to relax his opponent's state of alert. In Figure 1, White used 1 and 3 to start an ordinary yose. It was very far-sighted and circumspect. When Black wholeheartedly entered the endgame, focusing his attention on how to best profit from yose play, White again “calculated” the problem of the safety of the Black dragon. He waited until he was able to play the *kake-tsugi* at White 41 in Figure 2. Then Black was in the unfortunate position of not being able to save both groups, and therefore losing one of them. This illustrates how White was able to turn the tables because of his artful utilization of the stratagem “hide a dagger with a smile”.

The Eleventh Stratagem: Lead Away a Goat in Passing

In any military deployment, especially in troop movements, it is difficult to avoid weaknesses. If you exploit those weaknesses, you can gain an advantage without a battle. Its meaning applied to Go is to take profit in the course of an attack on your opponent's position.

Basic Figure: Taken from a training game in the hinterland. Presently, the weak Black group in the center is obviously in critical condition, subject to attack. This position undoubtedly favors White. But there is still a long way to go before the advantage can be converted to a winning position. So the key to this position is how White can proceed safely and with maximum effect in the coming battle.



Basic Figure

Diagram 1: There are many ways to attack, but which to use is important. Sealing Black in with White 1 is not the best thing to do at this point. The diagonal play at Black 2 advances an attack against White's weak region. White also has a flaw here. White's hane at 3 and extension at 5 are often used, and the tobi of Black 6 is the correct way to play. If White doesn't play de-giri with 7 then the significance of White 1 would be lost. Following the variation from the de-giri on to Black 20 in

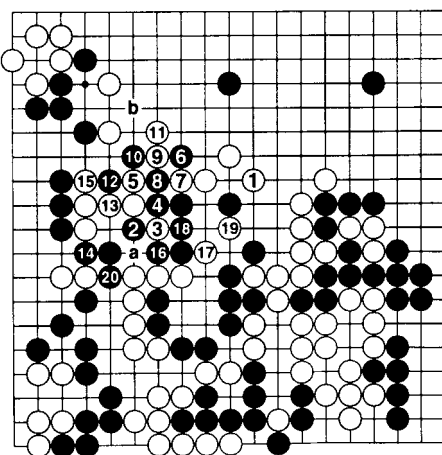


Diagram 1

the diagram, we obtain furi-kawari. This is probably the inevitable course for both sides. In this variation, the ate at 12 is a good move: if Black just plays at 14, then he suffers a White atari at *a* followed by de-ate at 18, capturing the entire center. Black is badly off. White's hane at 17 is a strong move! Black 18 is called for here, allowing White to capture the center, and Black to play de capturing two stones. The result of this trade is that White captures nine stones in the center, and although Black only captures two stones on the side, the territory that goes with them is quite large. And whereas he originally had to fight a semeai in the corner, that is no longer necessary. Even more importantly, after the trade Black has cast off his bonds, but on the other hand White still has a defect that can be exploited with an oki at *b*. So White suffers an overall loss.

Diagram 2: When Black played the kosumi at 2 in Diagram 1, if White instead calmly connected at 3 as here, then Black 4 is the hasamitsuke tesuji. Expecting White 5, Black can work his way out easily. After White's hane at 7 he can capture two stones with the magari of 9. Black 10 assures the connection for his big dragon, allowing White to capture a few stones in the center. In this variation, Black gains sente to make a shimari on the upper side at 20. Overall it is hard to figure who is ahead.

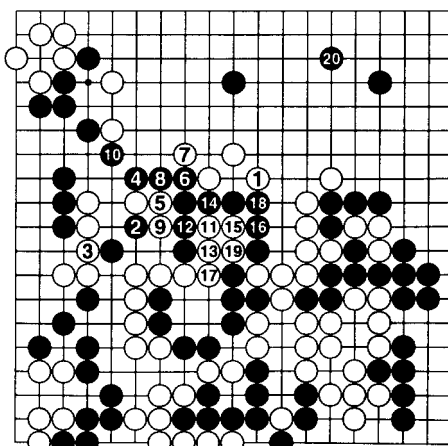


Diagram 2

Figure 1 - Actual Game Continuation: Now White actually does not have any less territory on the board than Black, so he only needs to pick up a little profit using the attack and he will be all right. Therefore the safest way to play is for White to assure his own safety while simultaneously attacking Black.

The diagonal play at White 1 reinforces his own position, letting Black run away. While Black is running away, White will take some profit along the way. This is the key play for this stragem! Black has no choice but tsuke at 2 to get out. White plays hane at 3 followed by kake-tsugi of 5, already directly affecting one Black stone on the upper side. Black can only continue fighting for his life with 6 and so forth. The hane at

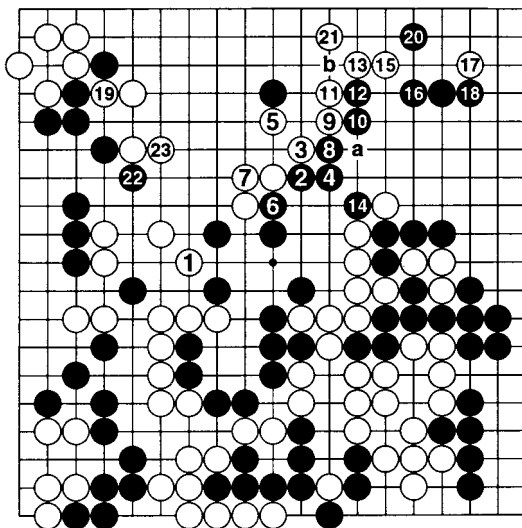


Figure 1 (1-23)

13 is a strong move. Black unfortunately cannot cut at *b* because he has a cutting point in his own group at *a*. Carefree, White plays nobi at 15, and Black cannot omit the reinforcement at 16. At this point, the oki of 17 in the corner is the best order of play. Black can only play osae at 18. If he tries the more forceful play at 20 instead, White can live easily by crawling along at 18. After the exchange of 17 and 18, White resourcefully takes the option of the move to cut at 19 capturing one stone! He has naturally built up a huge territory on the upper side. When Black plays tobi toward the edge at 20, the kake-tsugi at White 21 is another beautiful move. On the one hand, this move firmly encloses the White territory on the upper side, and on the other hand it eyes two Black defects. It is really a fantastic move that kills three birds with one stone!

Diagram 3: Actually the game came to an end with White winning at the end of Figure 1. If Black were to continue play by reinforcing the corner at 1, White would play atari at 2 and tsuke at 4, which is tesuji! Black has no way to link up everything. Play would end when nine Black stones are captured by White 10. Also, Black does not have any measures to take against White's territory because it has been reinforced by the kake-tsugi at ㊦. White will surely win.

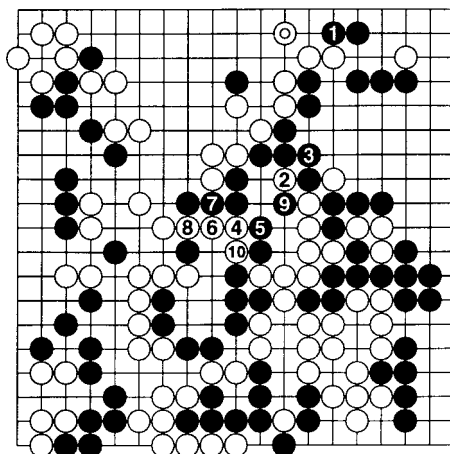


Diagram 3

In this variation, if Black 5 were changed to connect at 7, then White would play hiki at 5. Black would then patch the cut at 9, and when White plays ate-giri at 10, Black cannot escape just the same.

Diagram 4: If Black reinforces the center, White plays kosumi-tsuke at 1 and then 3 at the 2-2 point, making unconditional life in the corner. Black 4 is the strongest move, but after White 5, Black cannot kill White—White can crawl away with 11 and 13 because of ㊦.

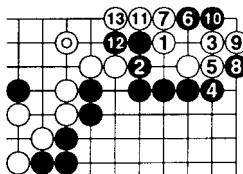


Diagram 4

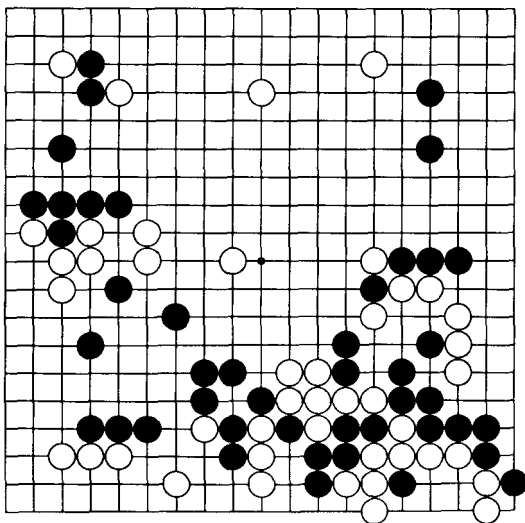
From these last two diagrams you can see that the kake-tsugi of White ㊦ was an important move. Not only did it completely secure his own territory, but it also aimed at exploiting Black's weaknesses, such that Black could not defend both.

Conclusion: White evaluated the situation on the entire board, and adopted a safe approach—first strengthening his own self, simultaneously attacking Black. He forced Black to run away, and in the course of Black's flight he easily netted one Black stone on the upper side. He naturally built up a large territory on the side. This sort of victorious outcome without a battle is entirely due to White correctly utilizing the stratagem “lead away a goat in passing”.

The Twelfth Stratagem: Sacrifice Plums for Peaches

It is hard to win every battle in a war. As things develop, there must be times when we have losses. So we must be willing to sacrifice a portion of our gains in exchange for maintaining our overall gain. The meaning is about the same when applied to Go. When we reach a point in a local fight where we cannot keep both upper and lower, or left and right, we must evaluate the overall situation and decide to give up the relatively unimportant to guarantee the safe extrication of the important part from danger -- all this to maintain an overall advantage or an even game.

Basic Figure: Taken from the 1986 All-China Individual Go Tournament. Currently the focal point for the game is obviously the right side. Black and White are fiercely entangled, and at the moment it is difficult to read out all the variations. We can say with confidence that this fight will decide the outcome of the game. Let's hypothesize a bit. If the group of White stones on the side is captured, he would have



Basic Figure

only about 30 points of territory on the board, so for him the game would be over. So White must escape at all costs. If [White must escape] then it would be difficult for Black to save both his group [on the lower right] and his single stone under atari. Black's first consideration must be which side to sacrifice and which to keep-how to proceed such that he can still maintain the balance in the game.

Diagram 1: The first thing an amateur would think of would be to play Black 1 and 3, running away and sacrificing one stone. White's correct play is tobi at 4, curing his defect. Both groups reach safety.

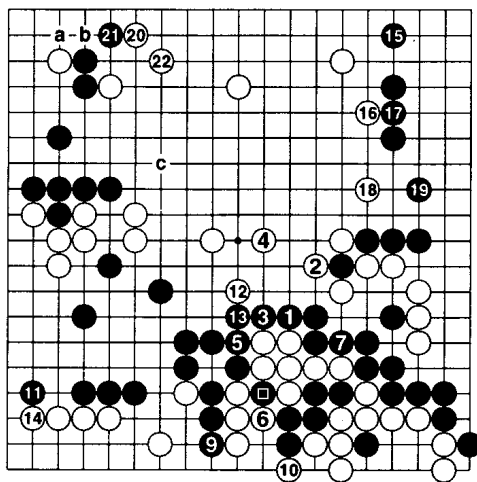


Diagram 1 ⑧ at □

After Black makes a few exchanges in sente starting with 5, tobi at 11 is Black's prerogative. If White does not answer, the corner becomes ko. (Since the life or death of this corner has no relation to the current stratagem, we will not offer a diagram to explain this.)

We could say that tobi-shita at Black 15 is worth 30 points. Now we don't mean it is absolutely worth 30 points, but rather it is as big as 30 points, or about 30 points. The keima nozoki at White 16 and keima at 18 are meant to build up the center. (The ponnuki at White 2 in the center made the center White's sphere of influence.) The keima of 20 is a nice move: When Black answers with kosumi at 21, the simple diagonal play of White 22 is a move that leaves behind aji. (Later if White plays nobi at a, then there remains a way to make life in the corner.) If Black instead plays 21 at b, then there is no longer a problem with the corner, but that would be gote, allowing White to play somewhere around c, enclosing the center. White's potential on the upper side, including the center, is quite large. He is also not far behind Black in actual territory. Overall, White stands better. From this you can see that running away at 1 and 3, allowing White the ponnuki in the center, is all wrong.

Figure 1 - Actual Game Continuation:

In general, when a stone is captured by the opponent, it is of no further use to us. In this position, Black must give up something, and here he must give up the chain on the lower side. There are all of nine stones down there, so why would we want to give up the lower chain? Because the lone stone above is the very essence of the game, so nobi at Black 1 is the correct play. The de at White 2 is inevitable. Now the stubborn osae at Black 3 was made after very deep calculation, accurately evaluating the relationship between “plums” and “peaches” – truly a move made with whole-board vision!

After the ataris at White 4 and 6, kake-tsugi at 8 was the correct way to play. (If White 8 were played at 9, Black would cut with atari at 12, and White would not have enough liberties for the semeai.) The variation starting from Black 9 up to 20 was basically forced for both sides. This way, locally White captured nine Black stones, a large profit. We should say that in the local fight White was unusually successful. But in this game Black originally had a certain level of superiority. In this battle, he only needed to keep control and could then still maintain his superior position. Now let's analyze the gains and losses here: White gained nearly 30 points by capturing the nine Black stones. Through shibori from 13 to 19 in sente and the tobi at *a*, Black gained close to ten points. The key is that Black had already split apart the White dragon in sente, and had used sente to take the valuable tobi at 21, the largest move on the board. We can say that what Black has gained is sufficient compensation for his 30-point loss. As for the position on the board: White's territory consists of about ten points in the lower left corner, plus 46 points in the big group. There are also a few points that might be added, but overall it is

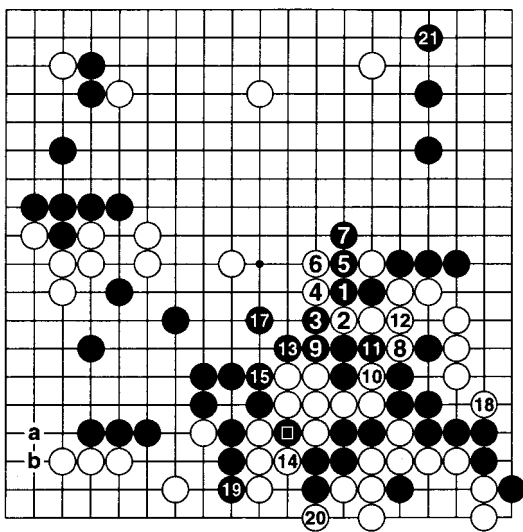


Figure 1 (1-21) 16 at

less than 60 points. Black has 35 points on the right side, about 15 points on the lower side, add to that about 25 points in the upper left corner, and we already have reached 70 points. Black is thick all around the board, and White still is burdened with an attack on his big dragon. So the advantage is clear. In this battle, then, Black used the stratagem of “sacrifice plums for peaches”. He resolutely gave up some stones to guarantee his superior position.

Diagram 2: If Black 3 is not used to block, but instead is used to run out

as here, then the atari on two stones at White 4 is severe! Black extends at 5 and then White smoothly pushes out at 6. This is difficult for Black to handle. Black continues running away at 7 and suffers a heavy loss when White captures three stones in shicho. Of course, Black can play shibori with 9 and so forth, and also can play a shicho-breaker at 17, but there is no way to recover from the loss of the three stones. White has the diagonal play at *a* on the left

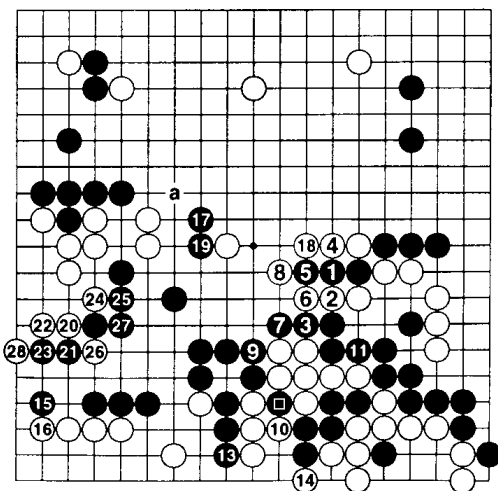


Diagram 2 12 at □

side to escape. But first he plays tsuke-shita on the side at 20. Black is hard pressed to attack White. If he wants to avoid a loss in yose, he can watari at White 28. If Black tries to stop the watari, White then can run away at *a*. Black cannot contain White, so Black loses the battle.

Diagram 3: Black 7 as osae here is just too late. After White cuts with atari at 8, he does not need to play 10 at 19, but rather can play the atari directly. Black plays atari at 11. Then when White plays 12, Black must defend against the shicho in the center. This way White gets the first play on the lower side and Black is short of liberties. White sagari at 20 is simple and clear. When Black crawls at 21, this becomes a case of “me ari me

nashi". If 21 is changed to keima at 23 to destroy the eye, then White can go ahead and take away a liberty at 28, and is already ahead by one liberty in capturing Black. This is not good for Black.

Conclusion: Go and warfare are similar—it is impossible to avoid some losses along with the gains. You can't win everything. The key point for this stratagem is the accurate assessment of the relationship between "peaches" and "plums" (light and heavy), so that

you can correctly substitute "plums" for "peaches" to guarantee the life of the "peaches". Even though Black is making a choice between 9 stones on one side and just one stone on the other, he still made a correct assessment. He considered the one key stone as a "peach" and the nine stones as "plums", sacrificing "plums" for the "peach", making his win certain.

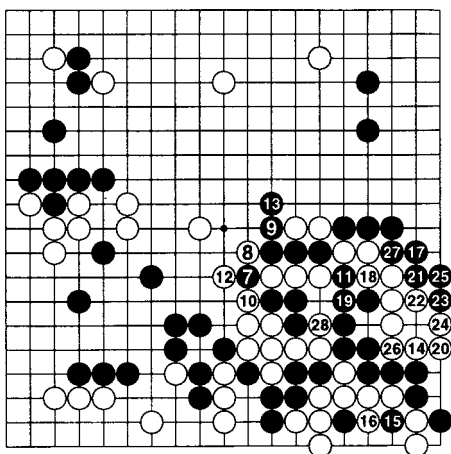


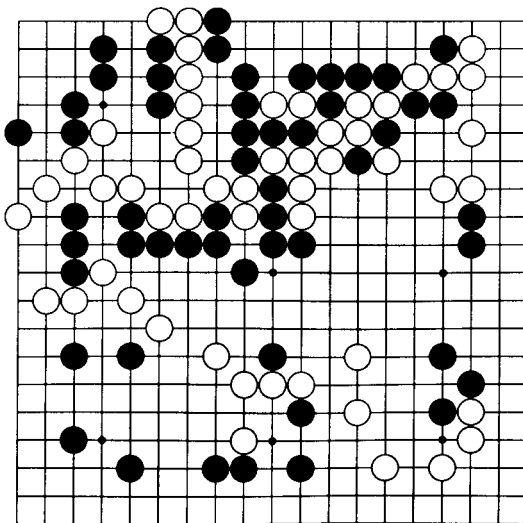
Diagram 3

The Third Set: Stratagems For Attack

The Thirteenth Stratagem: Beat the Grass to Startle the Snake

The meaning of the stratagem "beat the grass to startle the snake" in military affairs is: if you want to discover an enemy that is in hiding, then you must reconnoiter suspicious areas. Reconnaissance is the primary factor leading to the discovery of intelligence about the enemy. The phrase itself tells us that to attack one person, you frighten the general populace. For application to Go, we can explain this stratagem as follows. When we begin an attack, we intentionally reveal our objective. This revelation startles our opponent, and he sets about trying to protect himself. Then we gain some profit seemingly out of nowhere, without even realizing it.

Basic Figure: Chosen from the 1985 All-China Individual Go Tournament. White to play. It is very obvious that Black has an unsettled group in the center. It appears that with White making the first move, Black is in serious danger. But White also has to watch his weak points (see Diagram 1).



Basic Figure

Diagram 1: Black played tobi on the first line at , threatening to start a ko with the sequence to 9, breaking White apart. But right now, when White takes the ko Black cannot find a suitable ko threat anywhere. So for the time being White isn't worried; but, in the final analysis there is a defect here.

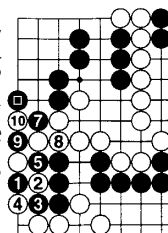


Diagram 1

Diagram 2: The invasion at White 1 is a common maneuver, and a severe move locally! But presently the focus of the game is the group in the center. If White plays this way, he will be pressed down by Black 2. Then Black will give up two stones to connect with the center group.

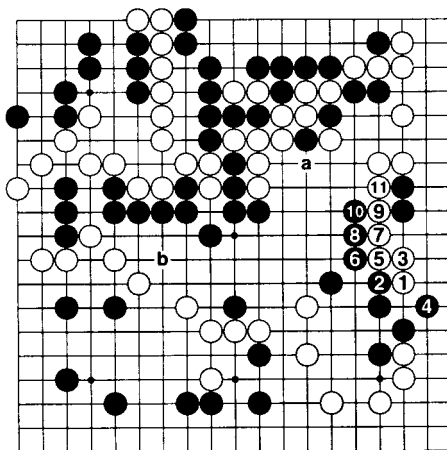


Diagram 2

Although White does gain a lot, the play in Diagram 1 is White's burden. White would be a little uneasy, so this result is not adequate for him. White can also consider taking one stone at *a* to reduce the number of ko threats on the board. This is a relatively negative way to play, because the play at *a* is not very efficient. After a Black tobi at *b*, the central group is suddenly alive, and there is a strong possibility that White's attack would come up empty. White has lost control.

White needs to choose a positive way of playing. Invading the side, allowing Black to connect and forcing himself to patch up his own position, is certainly not superior play. It gives Black a new lease on life.

Figure 1-Actual Game Continuation: The keima at White 1 cut Black apart. It initiated an attack on Black's central group, and simultaneously attacked Black's group on the side. This is what we mean by "beating the grass to startle the snake". Black was frightened into looking after two groups at the same time. White played tightly with the hane at 9, forming

a thick wall in the center. This constituted a serious threat to Black's central group. Under heavy attack by White, Black was forced to start a ko fight on the left side, resulting in furi-kawari that settled the center. After White resolved the ko, he killed the corner with tobi at 25, gaining extremely large profit. In this trade, White obviously came out better in actual territory.

Figure 2 - Actual Game Continuation:

The resistance from Black 26 on was useless. After White played the tsuke-shita at 29, the Black corner was simply dead. Black 32 repaired the defect in the corner, such that after this move, there was basically no way to attack that corner. White should have played oki at 35 rather than atari at 33. But Black 34 was also bad - he should have played hiki at 38. In the actual game, after Black blocked at 34, the oki at White 35 again succeeded. After that, both sides played rather normal yose through 51, with the game about even on the board. But Black had the burden of komi, so White

was sure to win. The main reason White gained a winning position was that through a strong, fierce attack Black's big dragon was frightened. Harried by the need to look after two weak groups, he sought refuge in a ko fight. White gained considerable profit from the ko fight, steadily moving along the road to victory.

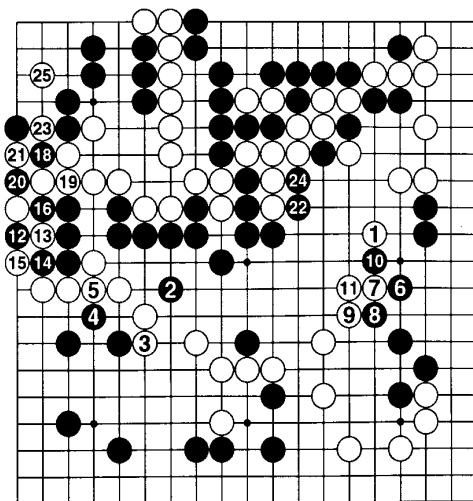


Figure 1 (1-25) 17 at 12

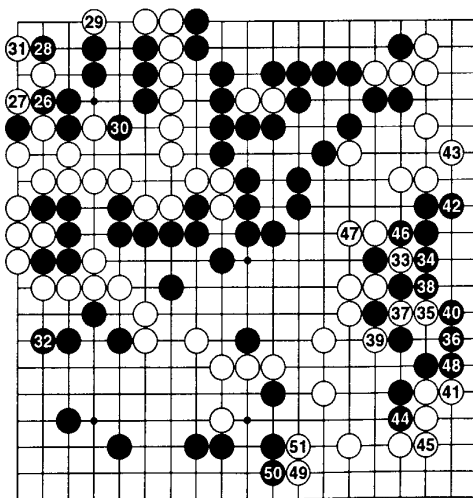


Figure 2 (26-51)

Diagram 3: Black strengthening the right side rather than starting a ko fight would be a good fighting attitude. But naturally White would ignore this and carry out an attack on Black anyway. The capture at White 13, eliminating a ko threat, is a strong move! Black supports his position with kosumi at 14. After the exchange of White 15 for Black 16, making good use of some tactics against the Black corner rather than continuing the attack is a higher order of play. Because White has suddenly made himself thicker, he can implement a strong attack against Black. Moreover, Black has no good way to answer the two tsuke of 17 and 19. He can only let White grab some profit. This way, White smoothly builds up his own strength.

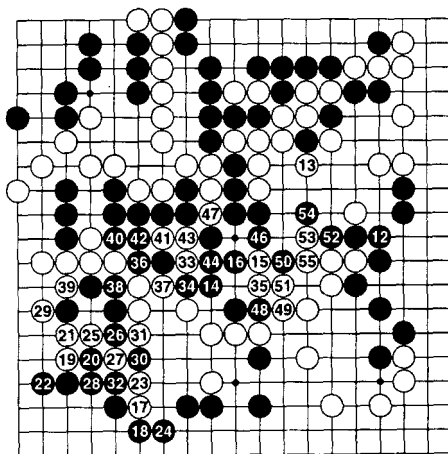


Diagram 3 ④⑤ at ④③

Tsuke at 33 is a tough move! Black's big dragon sinks into difficulties. The cut at 37 and atari at 39 enable White to make life. The ensuing variation is the strongest continuation for both sides, and after 55, Black is cut off and his big dragon is dead. After the tsuke at 17, if Black retreats, or if the corner territory is destroyed, then White can win without any need to kill Black.

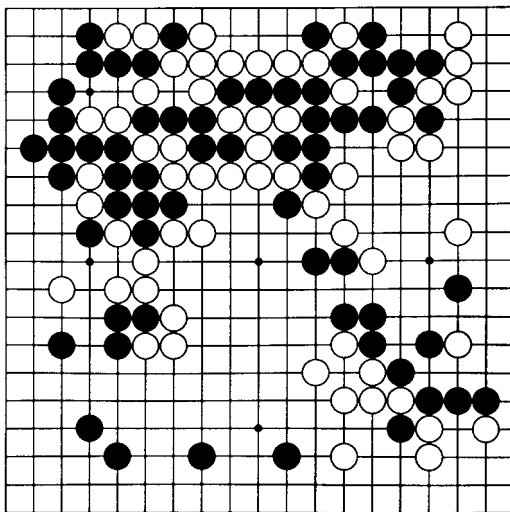
Conclusion: In this game, White had the initiative. If White had missed the opportunity to attack, allowing Black to escape, then the ko on the side would be a constant burden. White would find it difficult to maintain control of the game.

In the actual game, White instituted a large-scale attack against Black, utilizing the stratagem of "beat the grass to startle the snake". He intentionally frightened Black. After this, Black could not sit still, starting a ko fight on the left side. White used this burden of resolving the ko to fashion an exchange. From this he gained sure profit, paving the road to victory.

The Fourteenth Stratagem: Reincarnation

The original meaning of this stratagem is: Something that is already dead returns in another guise. A direct explanation is to use everything you can to realize your own plans.

Applying this to Go, we can understand it as: use the power of stones that are already lost to make a gain. Any such gain would be free of cost. This plot always comes after abandoning some stones, which are then put to further use. You could say there is an inevitable relationship between this stratagem and sacrifice tactics. There are two possibilities for this stratagem. The first is that some of your stones were



Basic Figure

captured earlier, and now that the time is ripe they can be utilized. The other possibility is that you abandon some stones on purpose, to put them to use. In the end, the aim is to take advantage of the situation to gain some profit.

Basic Figure: Chosen from the 1983 **ALL-CHINA DAN-LEVEL PROMOTION TOURNAMENT**. White to play. This is a game where yose will decide the victor. According to the rules of the tournament, Black does not give any komi, so White must put all effort into making maximum gain in endgame play. Seeking out Black's weakness and making an accurate attack is the key for this game.

Diagram 1: The placement of White 1 in the corner is something we often see. Here it is not very useful. Black blocks at 2, and after tsuke-shita at White 3, Black calmly plays guzumi at 4. (If Black 4 were played at *a*, then White would cut at *b*, and Black could not keep both the corner and the side.) With the attachment of White 5 and Black's hane at 6, there are

no big plays to make. His only gain is in pressing Black down. Playing the endgame this way to Black 20, White's territory is insufficient.

Figure 1 - Actual Game Continuation: White began with oki on this side at 1. Although there was no way to make life in the corner after Black's tetchu at 6, White was laying out his "corpse" for the reincarnation stratagem. Once he had something to use, the next step was to use it. White 7 was a probing move, timed perfectly. Black could not omit 8. After the exchange of these two moves, White could capture three Black stones anytime in the future by playing at 29, so he already had some profit. Next he struck at 9, continuing with a gain of additional profit on the side. By now, Black was in unusual difficulty. With all sorts of aji in the corner, it was already impossible to think of avoiding a loss on the side. Black resisted strongly at 10, and when White played hane at 11,

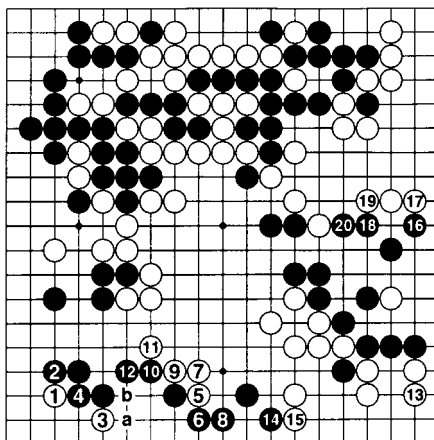


Diagram 1

Black refused to give in. White settled the corner position with 13 and 15 and then played two strong moves: tobi at 17 and tsuki-atari at 19, breaking Black's line of communication. Black had thoroughly collapsed. The de at 20 was his last resistance. But after White captured one stone with 25, he had the tactics of de at 27 and a ko starter at 29. For this ko, White had a threat at *a* on the upper side, and internal threats in the corner, so

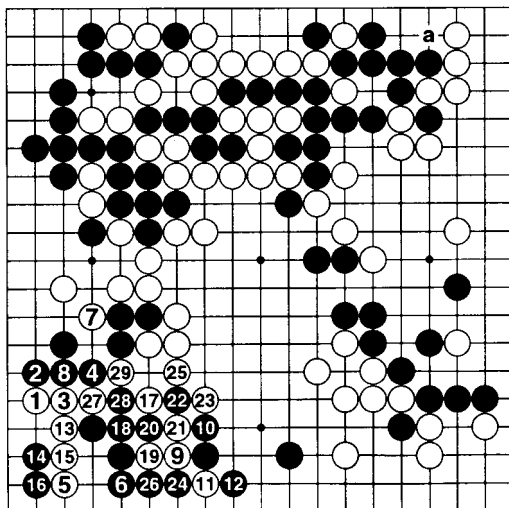


Figure 1 (1-29)

Black could not win the ko.

Diagram 2: After White 7 in Figure 1, if Black stubbornly refuses to allow White the profit arising from the capture of three stones by playing at 8, then after the exchange with White 9 and 11, White has a great move in the hasami at 13! If Black changes 14 to connect at 18 instead, then White can play watari at 31 in sente. Then he could start a ko fight with hasami at 16 to live in the corner. In the diagram, when Black ataris at 14, White plays sagari at 15. Then if Black wants to unconditionally kill White, he must turn at 16. After White plays sagari at 17 and de at 19, 21 will prevent a Black play at 31 (due to a lack of liberties). In the variation up to White 33, Black loses four stones in oiotoshi, and White connects to the outside.

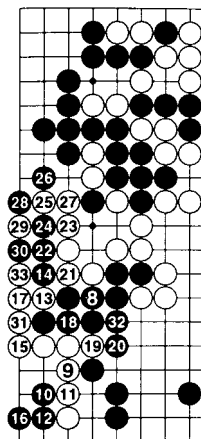


Diagram 3: When White strikes at 9 in Figure 1, if Black changes his reply to the hane at 10 here, then White cuts at 11 intending to isolate . Black resists stubbornly at 12, and after White ataris at 13, he can settle his position with 15 and 17. Then the simple kosumi at 19 is a beautiful move! Black cannot play at 28 immediately to reduce White's liberties, but rather can only play hane at 20. White plays 21, 23, and 25 in good order. Black has nowhere to retreat. White calmly connects at 27, forcing Black to play 28 to kill White (if he changes this to tachi at 29, White 28, Black 30 is the same). When White hanes at 31, Black must connect at 32, and sagari at 33 is another great move! Black cannot connect, and White has an abundance of liberties if Black wanted to try the semeai. Furthermore, if he did capture White, his compensation would not be enough. This is not good for Black.

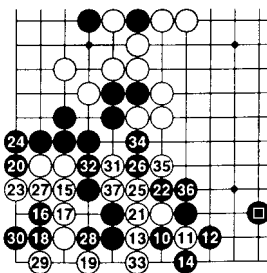


Diagram 3

Diagram 4: When White hanes at 11 in Figure 1, if Black is conciliatory and replies with 12 to shut White in, then White can destroy Black's territory by a further hane at 13, also making a good amount of profit. 27 is extremely valuable for yose, leaving behind aji in the corner that will

force Black to play out the semeai. The biggest move is hasami at 28. Then after 37 on through 49, White leads in total territory, and there is some potential in the center. Black's corner still might be subject to the burden of the semeai. White is winning.

Diagram 5: As for White's initial invasion, the primary reason leading to Black's defeat was his stubborn attempt to kill White, giving White myriad opportunities to utilize the dead stones. Black's best here was to patiently, submissively play tsuke at 2. Then it would still be possible to contest the outcome of the game in yose. Carrying into the endgame, White's tsukehiki at 7 and 9 is largest. Then it would likely proceed from Black's kosumi on the second line at 10 through White 17. Each would get one of the two points on the lower side at *a* or *b*. Black can pick one, then continue yose play in sente. Although White has a slight edge, there is still latitude to fight it out.

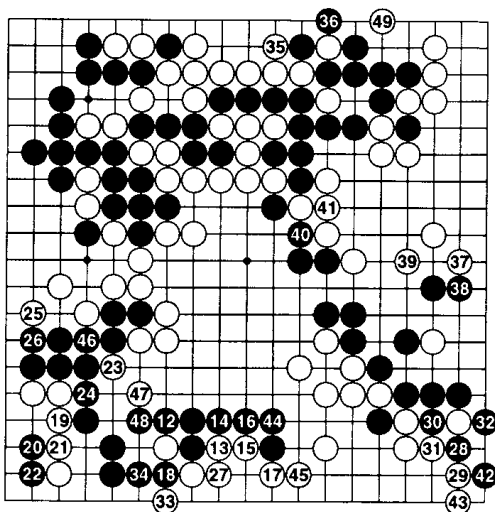


Diagram 4

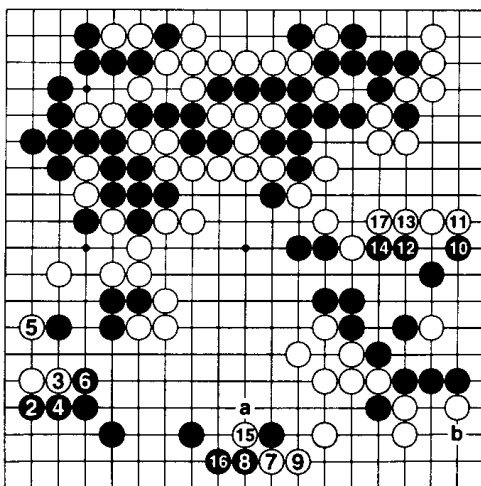


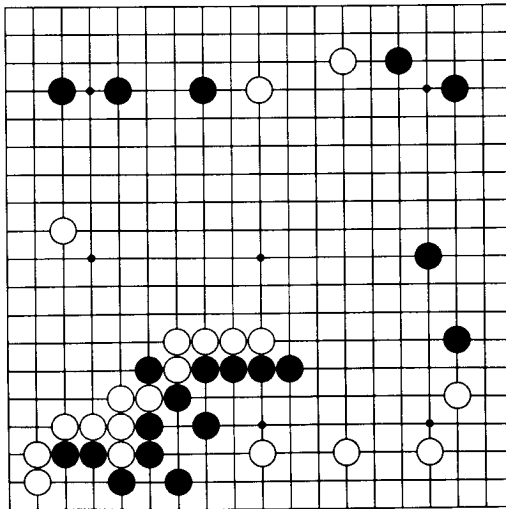
Diagram 5

Conclusion: White boldly adopted sacrifice tactics, then used the "corpse" to help him gain some profit, securing victory. This speedy road to victory is entirely due to White's use of the stratagem of "Reincarnation".

The Fifteenth Stratagem: Lure the Tiger Out of the Mountains

Once the enemy has occupied an advantageous position, then mounting a desperate frontal attack is asking for your own defeat. In this situation, one must find a means to gain an equally good position, then lure out the enemy, waiting for the time when we have weather and position in our favor before we strike. As explanation of its application to Go: When the opponent has thickness or some other factor to his advantage, a direct attack on his position will certainly cost us dearly. Then we must find a way to retreat from the opponent's advantageous formation, and at the same time try to induce the opponent to play within our field of advantage.

Basic Figure: Taken from a preliminary round of the Sixth "AllSports Association" Team Competition (1987). Currently, the focus of the game is on the left side around White's moyo. How to invade and reduce it is the key question. We have to keep in mind that White has a long, thick wall. Picking the right point to invade is very important.



Basic Figure

Diagram 1: The shoulder hit of Black 1 seems a good point, but invading in the vicinity of the opponent's thickness, one cannot avoid the feeling it is an overplay. White presses up at 2, and the nobi at 3 is heavy. White plays magari at 4. Now if Black does not press the invasion with 5, but rather runs away, then he is shut out with White's hane at *a*, and the invasion accomplishes very little. White 6 is extremely severe! Black is surrounded, and making life on the inside is sure to bring hardship. White can use his thickness to carry out a strong attack, and Black's danger is relatively great.

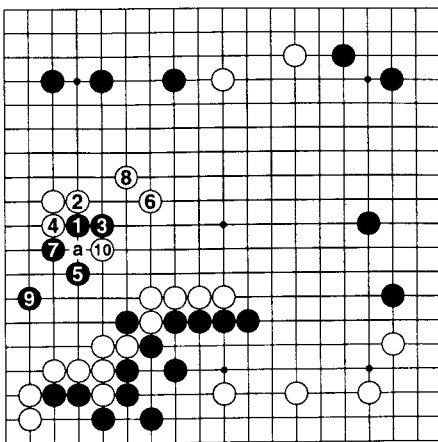


Diagram 1

Diagram 2: If Black 3 in the previous diagram were changed to make a light invasion and run away by playing tobi as here, then it would be better. But White could still undertake a fierce attack with the nikken tobi of 4. Although Black could get away, the thick White position means running away is not ideal. The damage to White territory is limited, and White would build up more thickness while attacking. This would in turn bring all sorts of influence against Black in future fighting. Later White can invade at *a* or *b* or some other point at will, and can wait for the right moment to attack the Black dragon at *c* or *d*. Black is at a disadvantage.

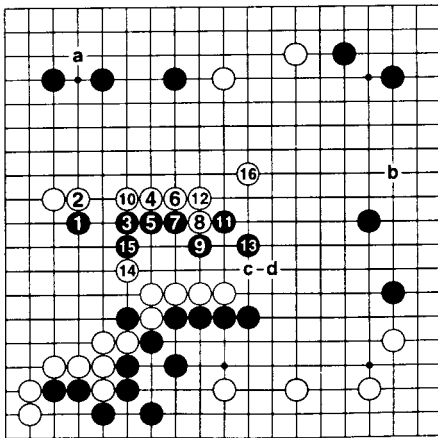


Diagram 2

Diagram 3: What would be the result if Black capped White at 1, letting White surround some territory? The maximum territory White can claim arises from tsuke at 2. We should say that White would approve of this. Black would probably play 3 and 5 as here. Then Black cannot omit the hane at 7, losing sente. This does not affect White very much, and White can take sente to play tsukehiki at 12 and 14, settling his cposition. Then he gets to play an invasion on the right (and still has the cutting point at *a* on the left). This way, we are afraid that Black's territory would be insufficient, so Black would have no interest in this.

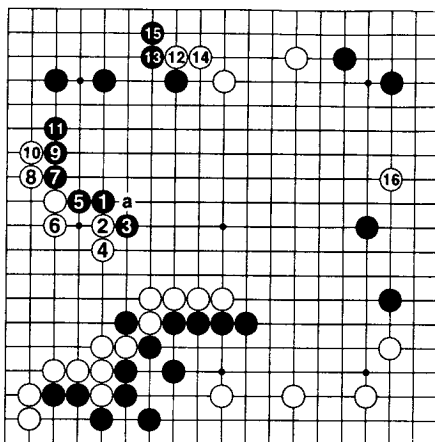


Diagram 3

All of the results arising from the keshi of the previous few diagrams are not good. The reason is not that Black should avoid playing in this vicinity, but that we have yet to find the best point to play.

Figure 1 - Actual Game Continuation:

Black's analysis was that trying to start a fight in a place where White stood on the high ground - White's thick wall - would bring nothing but bad results. It would be best to find a means to gain a similar advantage, to avoid the opponent's advantageous factors, and to move the scene of the battle to the place where we have the advantage. This requires the use of the stratagem "lure the tiger out of the mountains".

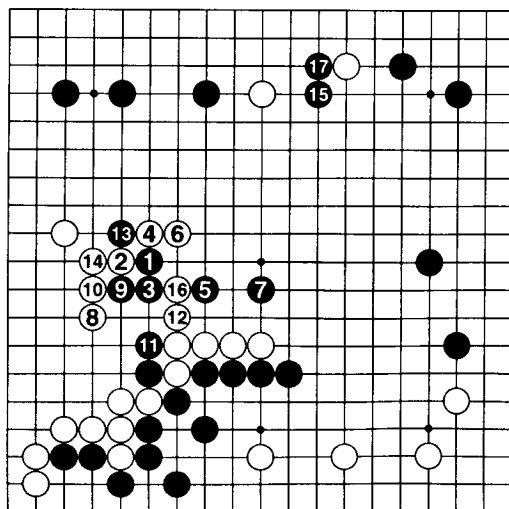


Figure 1 (1-17)

The shallow invasion at Black 1 tempted the enemy to chase after it. This was the first step in luring the opponent away. White 2 drew on the strength of the thick wall to make a close attack. Black extended at 3, dodging the point of his spear. When White hane at 4, Black adopted an attitude of continuing to give way. Just when White played the keima of 8 to surround some territory, Black played de at 9 and then added one stone at 11 to form an offsetting advantage. This was the key play for luring the enemy out. White saw that some profit could be made, and naturally fell into the trap by capturing a few Black stones. Black used this weak point of White's to play twice in succession on the upper side, completely breaking White's connection. Moreover, he formed a huge moyo on the upper side and on the right. Next move, White had no choice but to try to reduce Black's moyo. This way, the scene of battle shifted to one where Black had the advantage. So in this campaign, Black used the stratagem of "lure the tiger out of the mountains" to achieve tremendous success.

Diagram 4: When Black made his shallow capping play, he would have welcomed the submissive White play starting with surrounding territory at 2. Black 3 and following take the opportunity to make a gain at White's expense. After the cross-cut at 9, he sacrifices stone after stone, pressing in and shrinking White's territory, and then expands his moyo along the right side. The whole board position favors Black.

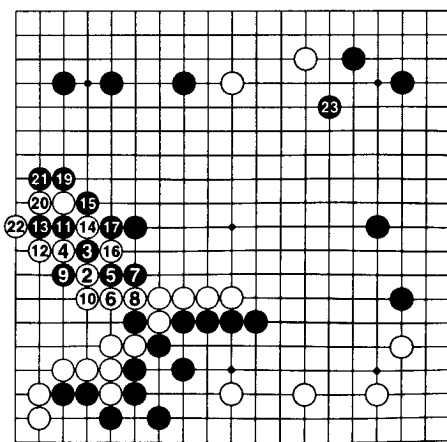


Diagram 4 ⑮ at ③

Diagram 5: In Figure 1, when Black cut at 13 White connected at 14, letting Black set up a ladder, and the stratagem succeeded. White's correct play was to cut off two stones with the *de* at 14 here, securing the important side and letting Black capture one stone at 15 and isolate two stones on the outside by extending at 17. Then White could strengthen himself with *tobi* at 18. He could wait for a chance to push out at *a*. Although he suffers a small loss locally, the road to victory or defeat is still long.

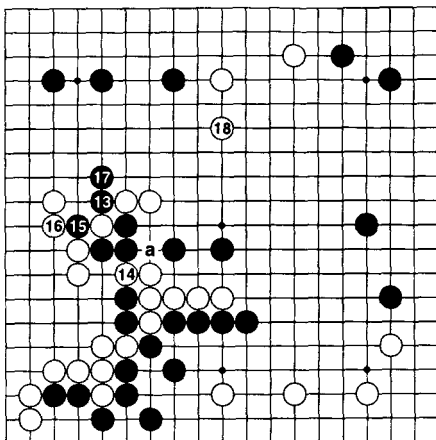


Diagram 5

Diagram 6: When Black attacked White's position on the upper side, if White answered at 16 as here, Black would connect at 17. White's central chain would be difficult to handle. If he tries to push out strongly, Black can play 23 in absolute sente, and in the variation to 33, White's four stones are caught in a ladder and he collapses. (If White changes 18 to play at 20, Black connects at 18, White plays *a*, Black 22, White *b*, Black 32, and White is captured, so this is equally bad for White.)

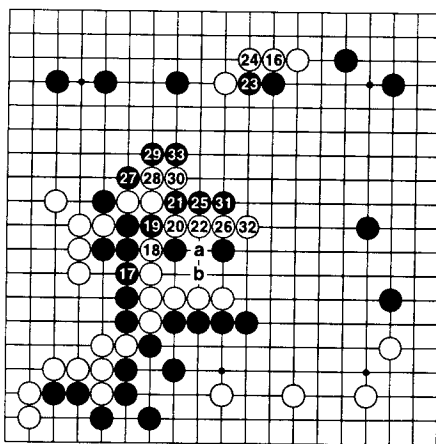


Diagram 6

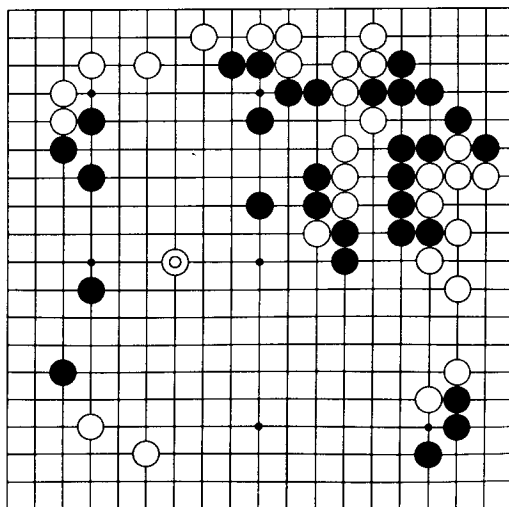
Conclusion: Starting with Black's capping play at just the right depth in Figure 1 up to adding a stone at 11, baiting the trap with a little profit, there was one coherent train of thought. He succeeded in luring his opponent away from a place where the opponent had an advantage to a location where he himself had an advantage. Then he opened up a new battle in the advantageous location. This is an excellent example of Black using the stratagem "lure the tiger out of the mountains".

The Sixteenth Stratagem: Allow the Enemy Some Latitude So You Can Finish Him Off Later

The original meaning of this stratagem is: If you corner the enemy so he has no escape route, then you are sure to meet with a last-ditch battle. But if you let him escape, you can weaken his resolve. You keep a close reign on him as he runs, following closely to sap his strength. At the right moment you move in for the kill. You don't really let him escape at all. We understand the application to Go as: when the opponent has a group of stones that is unsettled, don't attack "hell bent for leather". A hurried attack could lead to a counterattack by the opponent or might help him settle his group. This way we would not profit one whit from the attack.

The prominent trait of this stratagem is to keep the opponent "under surveillance", not to let him go free.

Basic Figure: Taken from an international tournament. Currently, Black has built up a moyo on the left side and White's only chance for victory is to enter Black's camp. White's choice is the keshi at ◎. Taking the whole board into account, how should Black respond?



Basic Figure

Diagram 1: The thrust at Black 1 is a commonly used attacking method. Nikken tobi at White 2 is a light move, waiting for the right opportunity to connect with the "cut off" stone in the center, thereby launching an attack on Black's weakness. When Black starts a fight with tsuke at 3, the White kosumi of 4 is another light move. (If hane at 5 instead, then Black plays counter-hane at 4, and White sinks into a difficult situation.) Black would probably press out with 5, and White would smoothly move out at 6. Black has more than a little trouble attacking White, and conversely his own position has developed a weak spot at a. Obviously, the attack in this diagram is defeated.

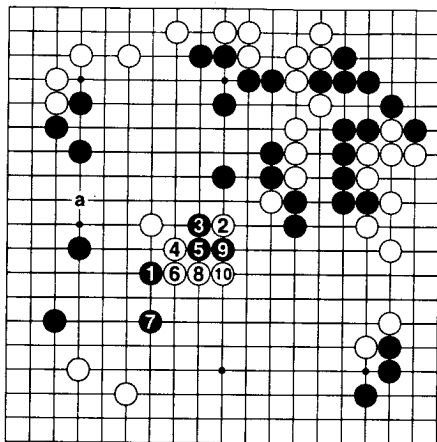


Diagram 1

Diagram 2: If Black plays tsuke one line to the left, then hane at White 4 is correct. The counter-hane at Black 5 is strongest. (If changed to crosscut at 8, then White can simply escape with atari at 7.) White cuts with atari at 6 and then connects at 8. Afterwards, he uses sacrifice tactics to gain the hane at 14 in sente. After kake-tsugi at 16, Black would find it difficult to attack White. In this diagram, although Black captures two White stones, in the center White runs away easily. Furthermore, it is hard for Black to stand the White press at a. Black's attack is still defeated.

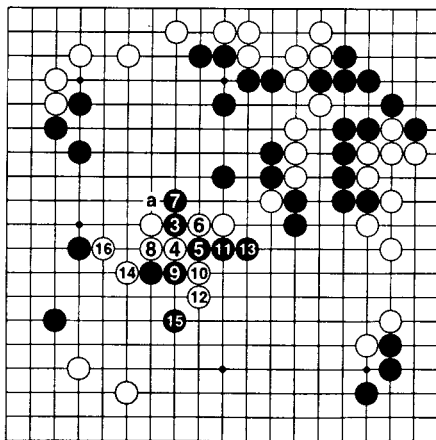


Diagram 2

Figure 1 – Actual Game Continuation: Black strengthened himself at 1, which was too conservative. After the White tobi at 2, it was already difficult to attack him. Keima at Black 5 was the way to attack, but tobi at 7 and keima at 9 were too slow, ignoring the direction of play for the attack. After letting White safely link up, his own position came under severe attack by White's keima at 10. The whole game looked bad for Black. The correct play for Black 7 was the *de* at *a* (after that, White *b*, Black *c*), strengthening his own position and taking a little profit in the form of territory. After this, he could wait for the right moment to cut White apart, which would make for a game with unclear chances.

From the above diagrams we draw the conclusion that a direct attack by Black does not yield a good effect. The main reason is the hurried chase. This sort of attack always drives the opponent to singlemindedly take care of his isolated stones, sooner or later finding safety for them. The attack then loses its significance.

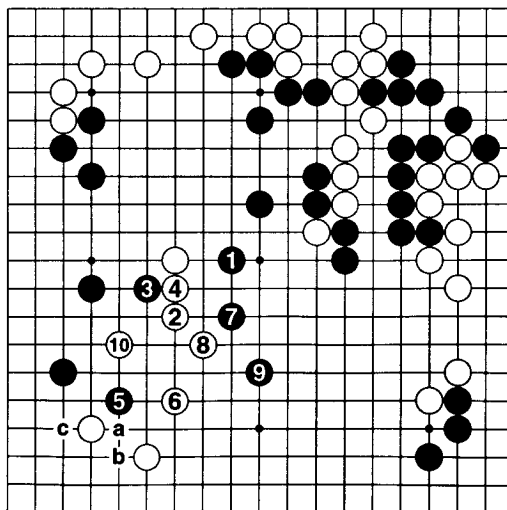


Figure 1 (1-10)

Diagram 3: As far as the isolated White stone is concerned, Black is in no hurry to attack it directly, but rather hoodwinks the isolated stone with a circumspect kakari in the corner. This is the key, first step in using the stratagem of “allow the enemy some latitude so you can finish him off later”. When White plays hane at 2, Black's kake-tsugi at 3 and ko at 5 are related and indicate a fight is in the offering. Because Black has so many ko threats on the upper side, White has no choice but to connect submissively at 10.

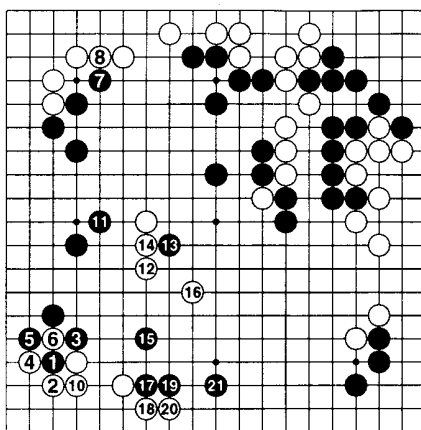


Diagram 3 ⑨ at ①

Strengthening himself at 11, then deciding how to attack is the second key step in using this stratagem. Now White is a long way from his “home” and has no way to connect. He can only drift aimlessly in the center. At the same time that White is drifting, Black uses the attack to smoothly claim the lower side, limiting White's corner. White's center is still in a situation where it cannot find safety in a single move. Black clearly has a firm grasp on the initiative all over the board.

Why do we say that Black's kakari is the first key step? If we omit this first step and directly play the second step, the situation would be different. Take a look at Diagram 4.

Diagram 4: If Black plays kosumi directly, then the lone White stone in the center becomes light. White keima at 2 is a good move, limiting the Black moyo to a great degree. After the hazama tobi at Black 3, Black finds it hard to accept the White tobi at 4. If Black protects the side with 5, then a future kake-tsugi at White a anytime would be

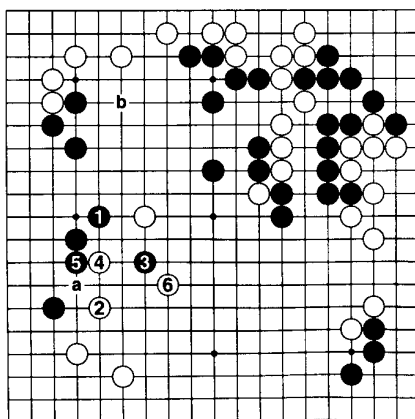


Diagram 4

sente, and he could connect back to the center stone. White 6 is a light, elegant move. Now Black can capture the White stone in the center, but that is about all Black gains (White can take sente to occupy the lower side). If Black used 5 to protect the center, then White could start with a tobi at *b* on the upper side, so Black would not easily make a lot of territory in the center. Black is lost.

Conclusion: In this game, White had an isolated stone. Under the situation that Black could not make much profit from a direct attack, he utilized the stratagem of “allow the enemy some latitude so you can finish him off later”. First he moved in the corner, making good his preparations for the attack. After that, he strengthened himself, allowing White to run away. Black smoothly chased him, taking some profit along the way. Furthermore, Black had the whole game initiative in his hand.

In using the stratagem of “allow the enemy some latitude so you can finish him off later”, the key is to understand that you are putting him under surveillance, not letting him go. In this example, Black put White under surveillance, letting him run. Afterwards, he again commenced the attack, taking some profit. He certainly did not let White get away.

How do you use the stratagem “allow the enemy some latitude so you can finish him off later”? This game is a good example.

The Seventeenth Stratagem: Throw Out a Brick to Attract Jade

The stratagem “throw out a brick to attract jade” is a kind of plot used to lure the enemy. There are many ways to lure the enemy. The cleverest of these use realistic means to lure the enemy into a trap. Just from its words, we can explain this stratagem as: we throw out something that is not too good to draw out a good thing. Its meaning applied to Go is: Make an ordinary, or what looks like an ordinary, move and then use this ordinary play to lead into a series of excellent plays.

Basic Figure: Taken from the Third China-Japan SuperGo Tournament. Now the foci in this game are the left and right sides. The White camp on the right is wide open. It needs one more move to consolidate. On the other hand, the Black group on the left side is not yet settled, and White is relatively thin. This is a complicated position, so finding a good plan is more difficult.

The following analysis is presented for your edification.

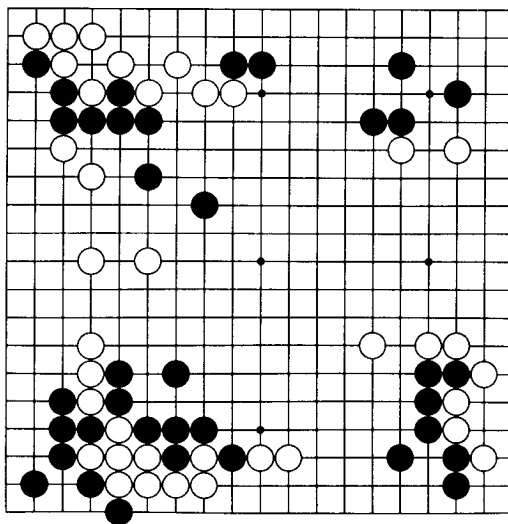


Diagram 1: Playing a strengthening move on the right side with White 1 makes good shape. With this, the right side basically belongs to White. But although this move is very large, it is not the most urgent. With the keima at 2, Black commences an attack. White can only block at 3. The Black oki at 4 is severe! With move 5 and thereafter, White can only let Black have his way. After Black captures one stone in sente, taking some profit, he plays keima at 12 and White's entire group becomes unsettled. We can't even talk about attacking Black. From the standpoint of the whole board, White has only one area of territory on the right side. It will not be easy for him to win.

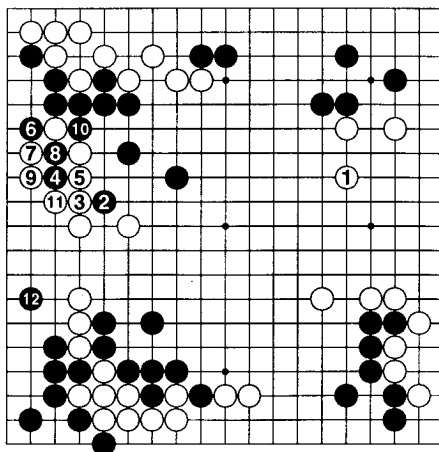


Diagram 1

Diagram 2: The correct approach is for White to play on the left side instead. Sagari at White 1 is the usual play. After Black jumps at 2 to make shape, it is relatively difficult to find a way to attack Black. White 3 and 5 are a strong attack. The play for both sides would probably continue as here from Black 6 onwards. Black builds up thickness in the center in sente, and is able to make the big play with the keima at 18. The yose from 22 to 26 are very large. 27 is double sente. After settling things with 28 and the following kikashi, Black plays osae at 40. The game has become one that will be won or lost by contesting yose. Overall, the territory is about even, but Black's center is thick and has some potential for development, so the game favors Black slightly.

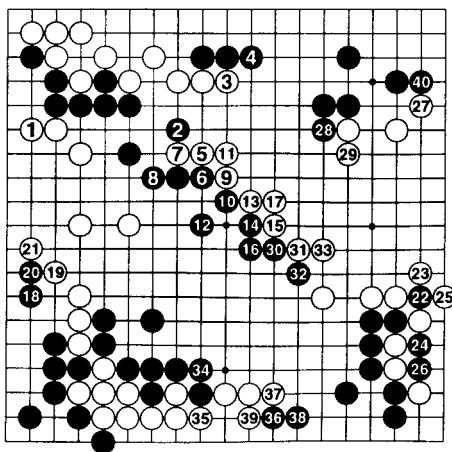


Diagram 2

From the Basic Figure we can see that Black has a lot of territory, while White has a moyo on the right and is thin on the left. If he wants to open up the game, then White has to start on the left and move the battle line toward the right side, using a positive offense as his defense.

Figure 1 - Actual Game Continuation: This was just the right time to press at White 1. To keep White from getting too much use out of it, Black probably could only put up with hiki. Tsuke at White 3 was the key move for using the stratagem of “throw out a brick to attract jade”! It follows that Black 4 played right into White's hands. By peeping from the other side at 5, White forcefully destroyed Black's eye shape, forcing Black to suffer playing 6, 8, and 10 to simply link up his stones. White cut him off and continued the attack at 11. The cap at 13 was perfect. After White's kosumi at 15, taking a little profit, advancing and retreating, sooner or later he would withdraw his army and turn his effort to managing his territory. Capturing two stones at 16 was premature. White again played shinogi in sente and then grabbed the big point on the left at 23. Now Black found it was already difficult to reduce White's moyo on the right side, because from start to finish Black's central group has been unsettled and harassed. White clearly established superiority over the whole board.

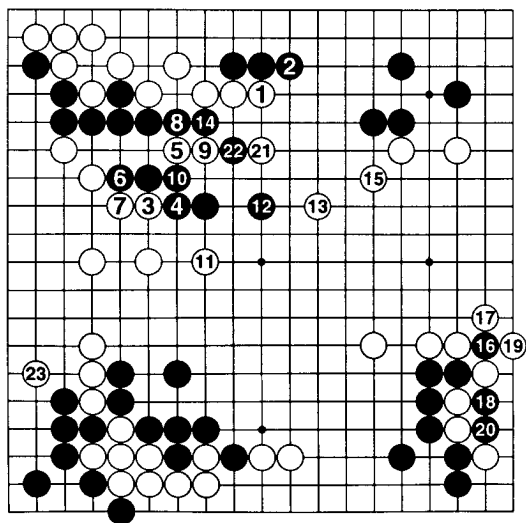


Figure 1 (1-23)

Diagram 3: If Black changed his move 6 in Figure 1 to the atari here, then White would cut at 7. When Black captures at 8, the osae of White 9 is a good, calm move. Now Black has to connect at 10, and White can play atari at 11. Although Black captured one stone, he does not have an eye. If White gets to take the ko at ② right away, it will be sente. In this ko, White is light and Black is heavy, not good for Black. The result is that Black helps White build thickness on the side, so Black is at a disadvantage.

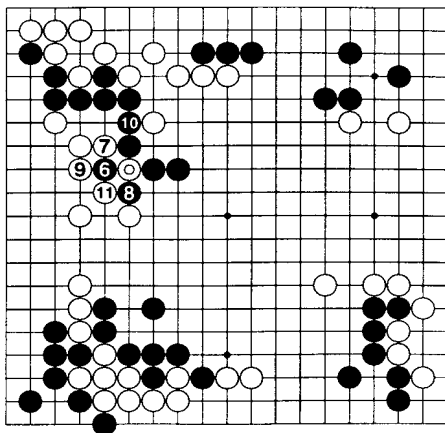


Diagram 3

Diagram 4: If White did not block at 9 in Diagram 3, but directly captured a few stones with White 9 as here, then he would have lost sight of his goal. Maybe this is what Black was thinking about at the outset. The Black keima at 10 is severe! Although White captures seven stones, his territory on the side has been destroyed and some of his stones have become isolated. Clearly the loss outweighs the gain. White resists by cutting at 11. Black pushes through at 12, then plays atari at 14 and crawls out at 16. Continuing up to 22, White loses the semeai by one liberty. (If White connects at 22 instead of playing 17, he suffers a Black hane at *a*, and is no better off.)

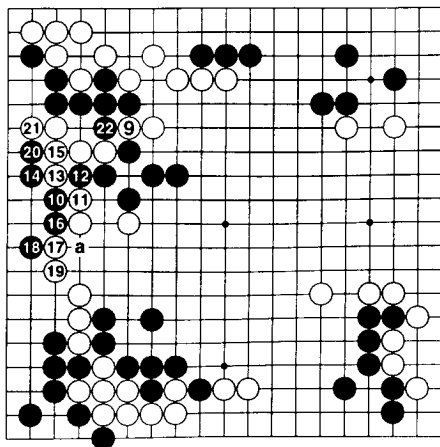


Diagram 4

Diagram 5: Getting directly to the reason Black lost: When White played tsuke in Figure 1, Black (Black 4 in Figure 1) should have continued as in this diagram. Although Black 4 is a vulgar move, in this situation one must adopt a patient attitude. It is better to play this and then jump out at 6 making shape. At least temporarily this Black group is not going to face an attack. When White plays tobi at 7, Black can play keima at 8 on the left side, herding White into an attack between Black's upper and lower groups. This way, the outcome of the game is hard to predict.

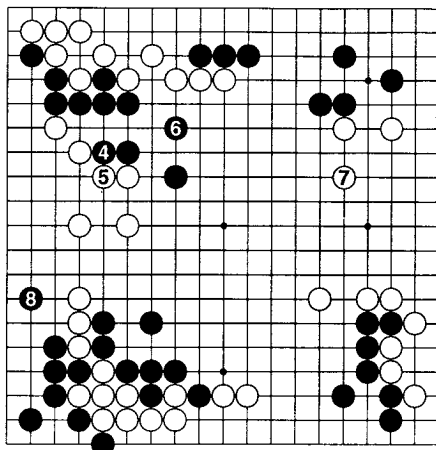


Diagram 5

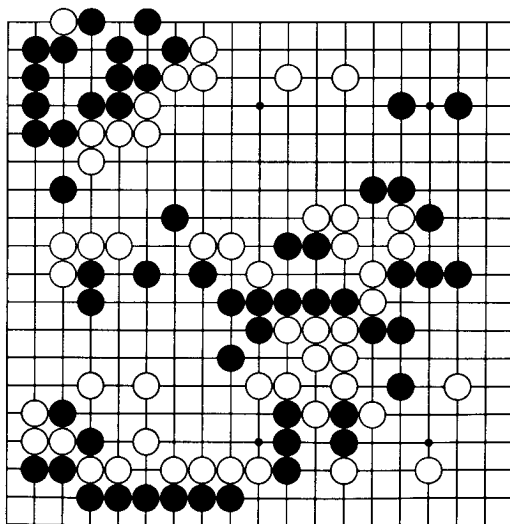
Conclusion: White's usual continuation is sagari as in Diagram 2. But playing that way it is easy for the game to become simplified, which is disadvantageous for White.

White chose the method in Figure 1. The tsuke was “throwing out” the main prelude to this stratagem. The idea behind this move is very clear from the start. White wanted to strengthen himself and threaten the Black stones. Looking at it from the standpoint of the normal flow of the game, this is the general area where he should play. Exactly because of this, Black underestimated the strength of White's continuation. White “threw out” this tsuke, “attracting” the series of excellent moves that followed, and establishing a superior position over the whole board. This sort of realistic plot is what we call the clever stratagem of “throw out a brick to attract jade”.

The Eighteenth Stratagem: To Catch Bandits, Capture Their Leader

In military battles, if you want a complete victory then you must thoroughly smash the enemy's main force. If you capture his commander, you can make use of this to dismantle his war-making apparatus. The meaning of this stratagem applied to Go is about the same. You must grasp the main problem, and find a way to annihilate the essence of the opponent's game, making yourself safe and secure. This way you will not have much apprehension in the future.

Basic Figure: Taken from the 1983 All-China Dan-Level Promotion Tournament. The game looks very complicated. But we only need to find the key area for the battle, and then the problem is certainly not that complicated.



Basic Figure

Diagram 1: The White tobi at 1 is eyeing the Black dragon in the center. This is extremely shallow play. It is not bold enough. Black has a chance to take a breather. Black plays nobi at 2 on the right side, not bothering to take care of the center. Suddenly, White's lower right corner is torn to pieces, and would be hard to put back together. If White is thinking of winning, then he must obtain an extraordinary profit from the attack against White in the center. This gives White a lot of problems. The oki of White 3 is an

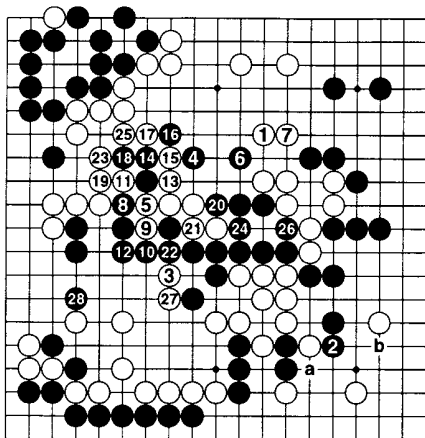


Diagram 1

urgent point. Black's keima at 4 is resourceful! This is a wonderful move for making life for the dragon. De at White 5 is inevitable. The peep at Black 6 is sente. Then with 8, 10, and the following Black uses sacrifice tactics to reduce White's liberties and gain eyes for the dragon. The continuation from 13 to 26 is to be expected. As for White 27, no matter what there is no way to ruin Black's lower eye. Now he has tsuke at 28 and so forth. White is not all that thick himself, so it is hard for him to make a strong attack. Because White has no way to play both *a* and *b* in the lower right corner, he lets Black safely live in the center. White is behind in territory and has lost the battle.

Diagram 2: If White 11 in Diagram 1 is changed to cut with atari as here, Black can still live. Black connects at 12. Then 13 and 15 are the only way for White to get himself out of trouble. Black calmly cuts at 16 capturing one stone. At the same time, the two White stones in the center have no way to escape. So Black is alive.

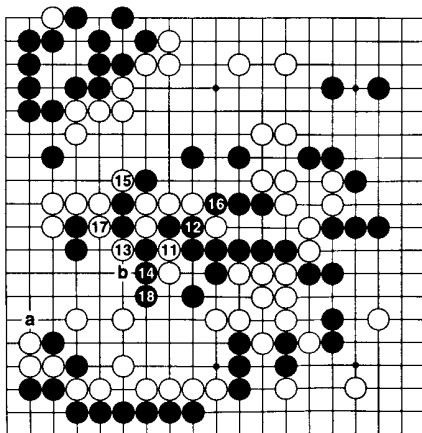


Diagram 2

Although White captures two Black stones, the gain is not big. Black has yose plays at *a* and *b*. The whole game is not in White's favor.

Diagram 3: If White cuts at 11, the simple connection at Black 12 is a calm reply. Then after White cross-cuts at 13, he plays kosumi at 15 to start a fight. The key move in this situation is atari at Black 16, using sacrifice tactics! (If this move were played at 18 instead, White would rescue the White stones in the center by playing at *a*. Black does not dare connect the two stones on the side, so Black is at a disadvantage.) By sacrificing stones, Black wins the precious sente and plays magari at 26 in the lower right corner, rescuing a few stones in the process. Thickness and thinness all over the board has been reversed, and White has a losing position.

The reason White has come out on the short end of the last few diagrams is because he hasn't grasped the main contradictions of doing battle. He gave Black a respite, leading to a reversal of the position. The correct and powerful continuation for White is shown in Figure 1.

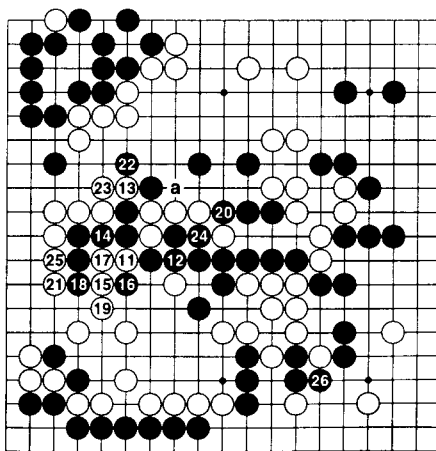


Diagram 3

Figure 1 - Actual Game Continuation: It is not possible to capture the Black dragon in the center. How to attack Black and find a way to capture the key stones are the focal points of this game.

The de at White 1 did not give Black a chance to catch his breath. It was the first important step in putting the stratagem "To Catch Bandits, Capture Their Leader" to good use. Now Black could only push in at 2, and White cut at 3. Black had no choice but to use the sente play at 4 to put the center back in good order. White managed to connect his stones here without even realizing it. White 9 and 11 were hidden killer moves. White 13 was absolute sente. After this, 15 cut off three Black stones, and this was the point where the campaign to "capture their leader" began. These three stones affected White's corner territory, as well as thickness/thinness across the whole board. Besides this, they affected Black's yose play on the right side. So you can see their importance - they were not ordinary. Starting with 16, a semeai developed. The sagari of White 27 was a terrific tesuji! White could utilize the special properties of the side to prevent Black from taking away his liberties. After the magari of 28, a ko arose. Black 32 was an awful move [see Diagram 4]. After White connected at 33, Black was nearly unconditionally dead. Suddenly, Black was losing.

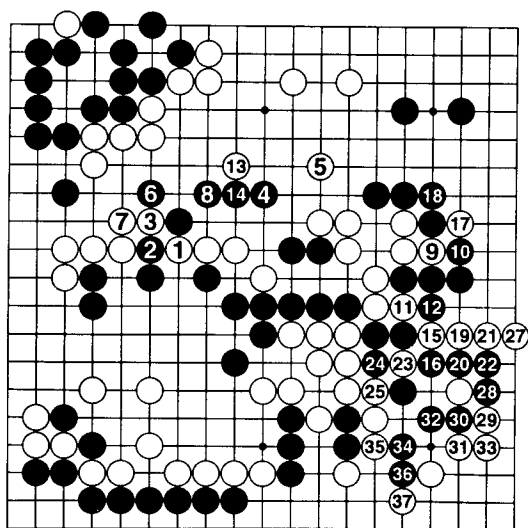


Figure 1 (1-37) 26 at 23

Figure 2 - Actual Game Continuation:

Black 38 and so forth continued the last resistance. But because White made adequate preparations before starting the fight, he was able to escape without any problems. When Black played warikomi at 50, White could also have played atari at 54 (followed by Black 51, White 59). The actual play was made considering the presence of a large yose play on the lower side. Playing this way, the aji

was better. The reinforcing play at 67 erased the variation shown in Diagram 5, and also eyed a sagari at 70. Although from 68 on Black was able to repair some defects in sente, he incurred heavy losses. 76 and 77 were miai. Black lost by a large margin.

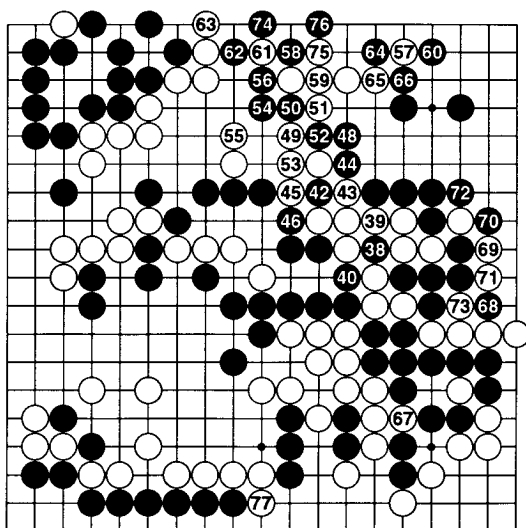


Figure 2 (38-77)

④1 at 38, ④7 at 42

Diagram 4: Simply capturing at Black 32 is the ko. White must connect at 33. Black takes some yose in sente with 34 and so forth, then starts the ko fight with the kosumi of 46. Because White has already become light in this ko, *a* through *m* and so forth in the center are all White ko threats, but Black can't find a single threat anywhere. So here too Black would find it hard to avoid losing.

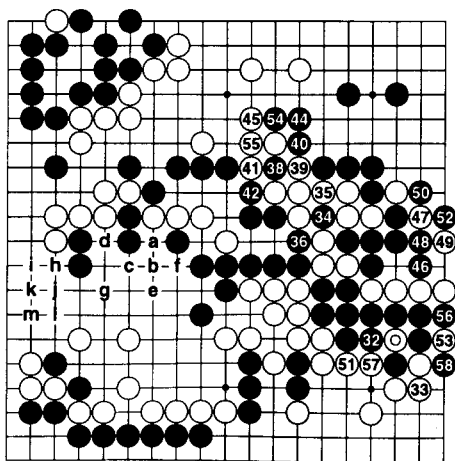


Diagram 4 ③7 at 34,

④3 at 38, ⑤9 at ④

Diagram 5: If White did not mend his defect at 67 in Figure 2, Black would have the tactics beginning with the cut at 1 here. Atari at 2 is the strongest. (If this was changed to 11, Black 10, White 3, Black 5, White 6, Black 2, White would be in worse shape.) Black 3 and the following moves are the strongest resistance, and up to 13 he has the chance to make ko. Although White is not afraid of this ko, it is unnecessary. Better to play it safe and mend the defect.

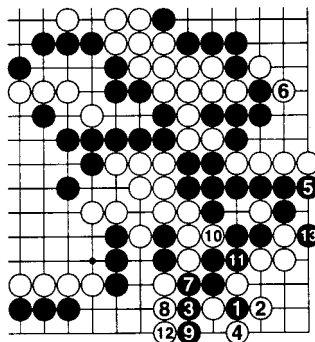


Diagram 5

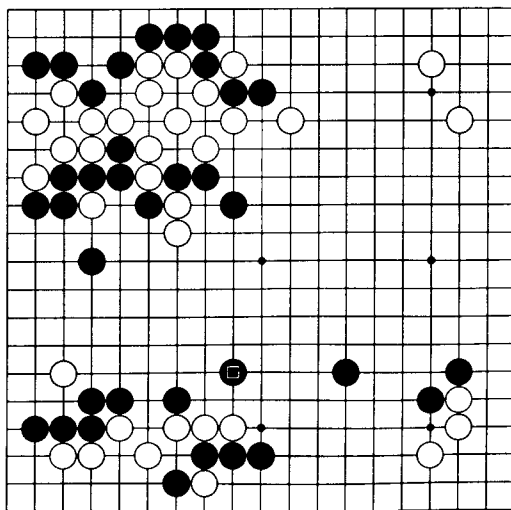
Conclusion: In a complicated middle game, White found an important contradiction. Just like on a battlefield, air heavy with the smoke of gunpowder, at first move he found the commander of the enemy's forces, and moreover arrested him. Suddenly the enemy camp was in turmoil. This is how White won the game.

The Fourth Set: Stratagems for Chaotic Situations

The Nineteenth Stratagem: Pull the Firewood From Under the Cauldron

When we cook something in a pot, we rely on the strength of the fire under the pot. If we pull out the fuel (firewood) from under the pot, we reduce the strength of the fire. Then the stuff in the pot will not cook very well. The meaning of this stratagem applied to Go is: when the opponent is posturing ferociously, and it looks like he has a strong attack coming, you certainly do not want to meet him head on. Rather, you want to gradually weaken or extinguish the fire in the opponent's attack, and finally crumble up the opponent's attacking position.

Basic Figure: Taken from the 1986 All-China Go Team Tournament. Black played keima (Black ◻) attacking White's group on the lower side. At the same time, he is building a tremendously large moyo in the center. So the key issue right now is how to invade and reduce Black's central moyo while simultaneously assuring the lower side is not threatened.



Basic Figure

Diagram 1: I suppose the first thing most players would consider is probably how to run out the two stones in the center. From that angle, the kosumi of White 1 is obligatory. Attacking with the tobi of 2 makes shape, and easily encloses some territory on the left side. It is likely that White would play tobi at 3. Then Black's peep at 4 and shibori at 6 are sente. White can only connect at 7. Now Black can set aside caring about the four stones in the center, first crawling in at 8. Playing magari with 10 to attack on the lower side is severe! White presses to get out, but Black simultaneously attacks and builds territory. Later, after this attack is over, Black can play *a* (White connects at *b*, Black plays osae at *c*) making ideal shape on the side. Black has full sway over the entire board.

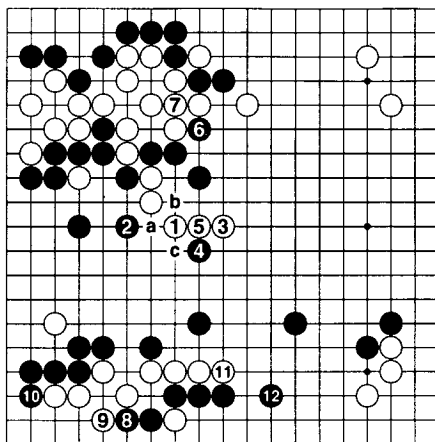


Diagram 1

Diagram 2: Playing kosumi is too slow for White, so how about running out with keima? Here Black has the nose tesuji! White's shape is difficult to accept. Turning at 9 is just too submissive, so he can only counterattack with 3 and 5. The exchange of Black 6 and White 7 is Black's prerogative. After the cut at Black 8, White's ladder does not work. But conditions in this game are unique, such that even though the shicho is disadvantageous, White can still play it out starting with 11. This is rarely seen.

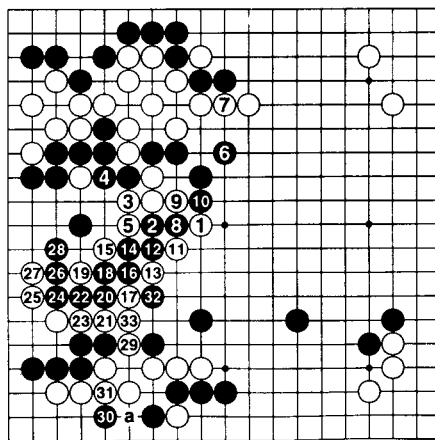


Diagram 2

In the variation up to warikomi at 29, the situation has become furi-kawari. This is the inevitable continuation for both sides. Although White has a lot of dead stones in and around [the fight] and his losses are heavy,

he is compensated by a beautiful capture of five Black stones and over 25 points of territory in the corner. The oki at Black 30 is an alert play! White cannot play de at *a*. See Diagram 3 for the variation arising from White 31 at *a*. He can only put up with connecting. Then Black again cuts off three White stones in sente with 32. Evaluating overall, Black has about 50 points of territory and thick aji. White has nearly 55 points of territory plus more with development of the side. Although it is now Black's move, White is thick everywhere. He has the advantage of not having to worry about any of his stones. He also leads in territory. So we can see that White has the better of it.

Diagram 3: The de at White 31 is an overplay. Black's correct order of play is 32, then 34, then the clamp at 36 is tesuji! (If he plays magari at 38 instead, White can turn at 36, and Black is unconditionally dead!) White helplessly plays 37 (if he plays at 38, Black connects at 37, and White loses the semeai plus the three White stones by one liberty), and Black gets to play atari at 38 and kake-tsugi at 40, so the corner is alive with ko. Since this corner was White's territory in the first place, all Black stands to lose is a small amount in yose. This is obviously unfavorable for White.

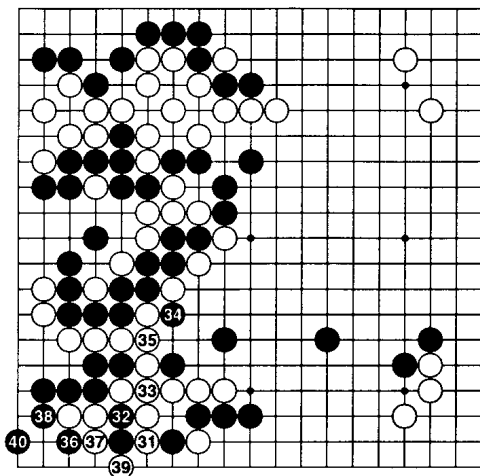


Diagram 3

Diagram 4: After the exchange of the Black kosumi at 6 and White's connection at 7 [from Diagram 2], hane at Black 8 is solid play, not giving White the opportunity to play the shicho and exchange. White 9 might be better played at 10, but then Black will extend at 9 - it is obviously unreasonable to pick a fight in Black's sphere of influence. White plays tsuke at 11 seeking shinogi. If he simply plays directly at 30, Black cuts at 12, and White is lost. Now, cutting at Black 12 is too hurried. The correct play

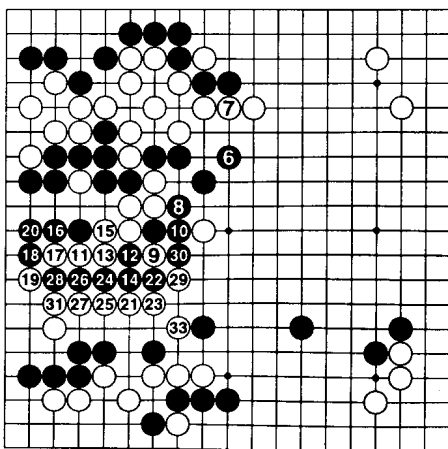


Diagram 4 ㉓ at ㉑

for Black 12 is shown in Diagram 5. White can now play atari at 13 and connect at 14 to do battle with Black. Due to his lack of thickness below, Black still must make life in gote with 16, 18, and 20. After White presses him at 21 and 23, Black has difficulty finding a good answer. There isn't a lot of difference in the profit Black gets from capturing eight White stones with 24 through 32 and what he had in the previous diagram, but with the furi-kawari arising from White's kake-tsugi at 33, cutting off the Black group, Black is defeated. If 24 were changed to a retreat at 29, White would calmly hiki at 25. The Black stones below would have difficulty connecting up, so Black would be at a disadvantage all the same.

Diagram 5: If Black hanes at 12, White cannot fail to connect at 13. Then the nobi of Black 14 is absolutely the best, first guaranteeing his territory on the side. White can only press out at 15. Black cuts at 16, continuously attacking White, so he can only submissively run out with 17 and so forth. Now Black's stones

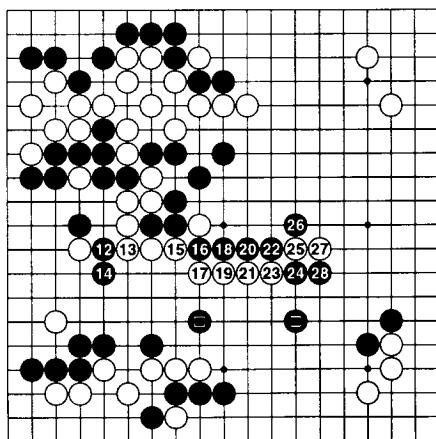


Diagram 5

come into use. When White presses at 23, Black can hane at 24. If White cuts with 25, Black plays atari at 26 and then adds 28. Due to Black's surrounding influence, White's center group has temporarily lost its connection. The battle is not good for White.

Figure 1-Actual Game Continuation: Before moving, White considered the overall situation. Black did not have any terrifying moyo or relatively large territory anywhere else on the board. If he could only spoil Black's chances to make territory on the left side, Black would not be able to compete with White on the basis of total territory. Therefore, White decided to abandon those two "essential" stones in the center. Although those two stones were related to the question of the safety of the three Black stones on the outside, White's sacrifice was not a pity. This was because if White wanted to run away with these two stones, and if they had no big effect on an attack against the Black stones on the outside, then the value of these two stones was nothing more than four points.

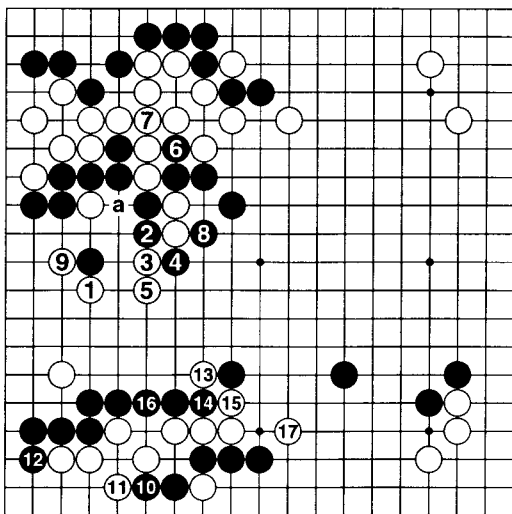


Figure 1 (1-17)

White's tsuke at 1 was aimed at destroying Black's side territory. It eyed the weak point of the cut at a to implement shinogi tactics. Pressing at 2, Black guarded his weakness. White's tight hane at 3 put the sacrifice tactics into motion. Black had no choice but to cut at 4. First playing atari at 6 was in order here (if this exchange was not made at this time, White might have ignored it later on). After White hane at 9, he basically already had a living shape on the side. Black turned his attention to attacking on the lower side at 10. The magari at 12 is the vital point for eyes for both sides, so it is better than jumping into the corner. The straddling move at 13 is really clever. Combined with de at 14 and the connection at 16, it leaves behind all sorts of aji in the center. With tobi at 17, White is clearly feeling very carefree.

Now, both of White's groups were in a stable attitude. From Black's standpoint, there was nothing to gain by attacking them. Furthermore, Black had very little territory left on the board. There was not much doubt that he was going to lose the game. How should Black attack White? How should White handle the attack? This was the key campaign to decide the outcome of the game.

Figure 2 - Actual Game

Continuation: Black first assured the safety of his group on the lower side by connecting at 18 and keima at 20. White 21 was sente, forcing Black's response, because Black did not have any definite way to capture White from the right side. White took the opportunity to cut Black apart with the keima of 23. He did not relax one bit. In Black's view, this group had no potential, so he turned his attack toward the left side.

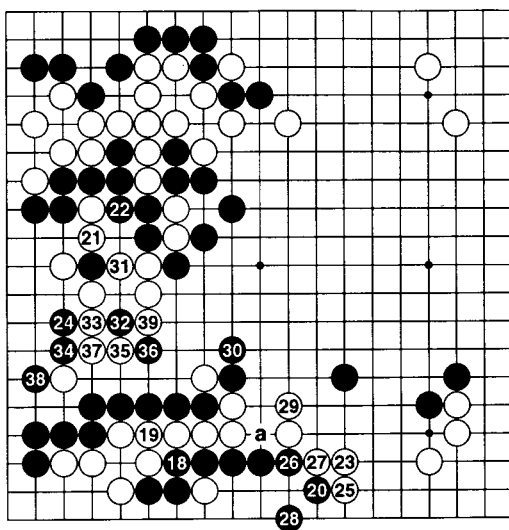


Figure 2 (18-39)

At this point, White ignored the left side, first playing the severe osae at 25. The Black group on the lower side and the White group on the left side were about the same size. But the White group already had bountiful eye-making shape. There was no way Black could capture White in a single move. Playing 28 as de at *a* also would not work (see Diagram 6). So he had no choice but to make life with 28. The bamboo connection at 29 made White thoroughly safe and completely successful. At this time, Black still did not have any severe measures to attack White's left side group. He could play nobi at 30, using defense as his offense. White's capture of one stone with 31 was very steady. Possibly there were more positive moves locally, but the variation from 31 to 39 was almost inevitable. The left side and the lower side were unconditionally alive. White had successfully destroyed Black's moyo. Summing up the whole

board, Black only had about 35 points of territory in all, but White had already exceeded this amount, not even counting his undeveloped areas. White's victory was certain.

Diagram 6: If Black 28 in Figure 2 were played as here, White's sequence would be to first atari at 29 (if he played osae at 31 instead, Black 32, then White 29, Black would simply capture one stone at 33). Now when White first plays atari, Black must nobi at 30, then White connects at 31. After Black's cross-cut at 32, he is unable to seal in White, so he still has to live in gote on the lower side. White calmly traps one stone with 35, making his group completely safe. Due to a shortage of liberties for the two stones  and 30, the atari at *a*, and other such things in reserve, it is impossible for Black to think about capturing the White group on the left side.

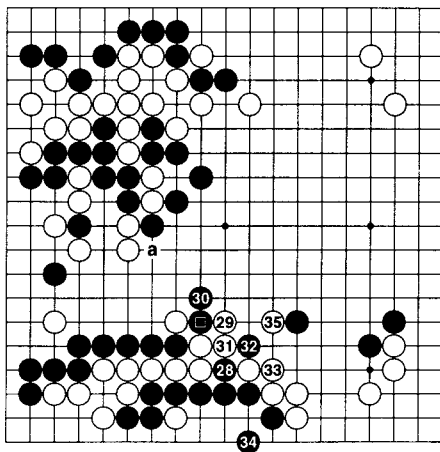


Diagram 6

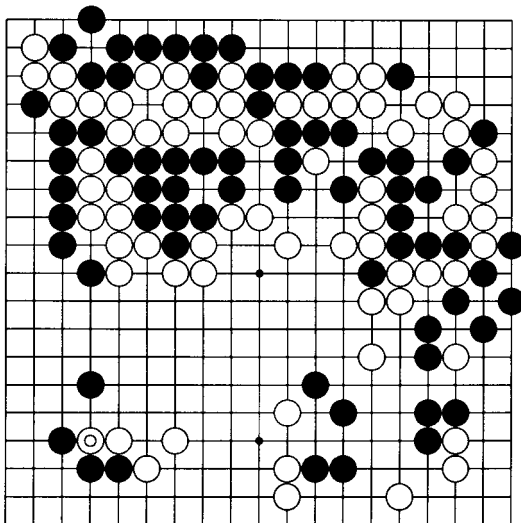
Conclusion: Faced with Black's attacking posture, White avoided a direct confrontation. He utilized the stratagem of "pull the firewood from under the cauldron". He used the two stones in the center to artfully destroy Black's moyo on the side. Undermining

Black's base, he pulled the fire out from under Black's attack. From this he firmly grasped the initiative and gained a winning position.

The Twentieth Stratagem: Fishing in Troubled Waters

The original meaning of this stratagem was to take advantage of times of chaos, using them, seizing the opportunity to gain profit. The general idea in applying this to Go is: Take advantage of the period before the settling of a position on the board to confuse the situation, not allowing the opponent a clear judgment of the position nor a simple continuation.

Basic Figure: Taken from the Preliminaries of the 6th All-Sports Association Go Tournament in 1987. Three of the corners have already been more or less settled. White thought about it for a while. The largest move would be a reinforcement somewhere in the center. But he also thought that he should strengthen the lower side a little before playing in the center. Furthermore, he figured he should use sente to settle the one place that had not yet been



Basic Figure

settled. Therefore, White played ㊦. This move was also intended to probe for Black's response. After seeing which direction Black chose for his response, White could decide where he himself should make his reinforcing play. Now Black must answer, but there is room for a choice of responses.

Diagram 1: The nobi of Black 1 is very often seen and is very steady. Perhaps this is exactly what White was expecting. White would sacrifice two stones with 2 and 4 to be able to play sagari at 6 in sente, which already reaches his goal. The tobi of 8 is obvious, allowing Black to surround some territory below, then taking the big play, keima at 10 to reinforce the center. This is the move White wanted to play when he first

played ㊤. With this move, White is thoroughly safe in the vicinity of the center, and also surrounds at least ten points of territory. When Black peeps with the keima of 11, White plays steadily with kosumi at 12, abandoning two stones to strengthen the center. Summing up the whole board, White has nearly 60 points, and Black has only 55 points. Clearly White stands better.

Figure 1 - Actual Game Continuation:

After evaluating the position, Black realized that, without a doubt, ordinary play as in Diagram 1 would lead to a loss. Because of this, he could only use extraordinary, relatively strange means to lure White into a trap. By taking the chance to confuse the situation, he could search for an opportunity in the confusion.

Black 1 seemed to have many defects, but this was Black's way to take advantage of White's state of mind (thinking about making a little profit at Black's expense) to intentionally fabricate a flaw. This was the key move for using the stratagem "fish in troubled waters". White still proceeded to settle the position according to normal procedure by kiri-nobi with 2 and 4. Just when Black crawled at 5, White saw that Black's threespace extension was thin and weak, so he invaded Black's territory with 6. Black still gave no indication of anything unusual, playing narabi at 7 to watari, luring his opponent deeper.

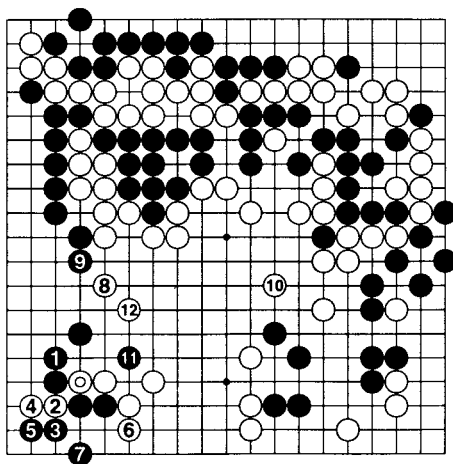


Diagram 1

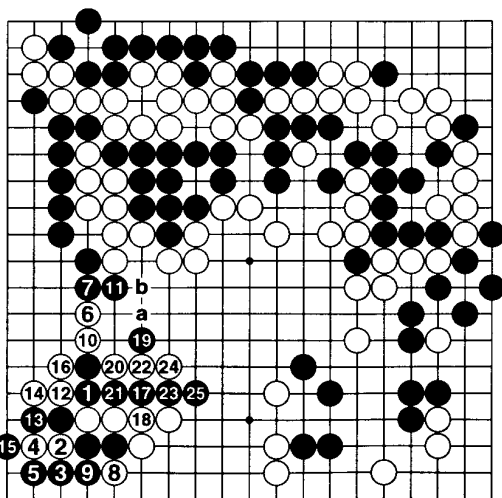


Figure 1 (1-25)

White still proceeded to settle the position according to normal procedure by kiri-nobi with 2 and 4. Just when Black crawled at 5, White saw that Black's threespace extension was thin and weak, so he invaded Black's territory with 6. Black still gave no indication of anything unusual, playing narabi at 7 to watari, luring his opponent deeper.

As a result, White fell for it. He played narabi at 10 to destroy Black's territory. Black used the situation to magari, cutting White off. An intense battle was about to start. Actually, White did not need to play this way at all. He only needed to play osae at 11, allowing Black to watari. Next, White could reinforce the center with 10 in Diagram 1. Although this would be a little worse than Diagram 1, White would still have absolute superiority.

White struck out with 12, 14, and 16 to do battle. White was already under the influence of a "not to be outdone" mentality at that point in the game. He was looking for another sure-fire plan. After peeping at 17, the tobi of 19 sealed White in. The game had become difficult to understand. Now White could no longer think about a relaxed victory. Maybe the atari at 20 should have been played at *a* instead. But playing that way, Black could play *de* at *b*, which would be hard to take - the eight White stones above would certainly be captured, so White was not willing to do this.

With both sides locked in battle through 25, the game had become unusually complicated. For White's next move, he could probably consider a press from above or an osae from below.

Figure 2 - Actual Game Continuation:

Probably the osae from underneath was the only way (for the variation pressing from above at 29, see Diagram 2). Black's hane at 27 was very tight. It was also possible to play nobi at 28 instead. With the cross-cut at 28 and magari of 30, White is absolutely not letting up. If White were to answer with 28 at 33, after Black connects at 28 the tactic of a cut at 58 arises, and White would have difficulty playing thereafter. Black played 33 because he saw that White could not capture him by playing one move from above. So he started a semeai with the White stones below. White first took a little profit in the center

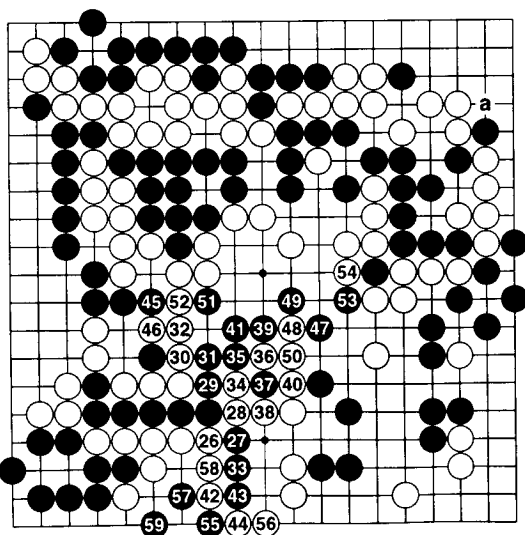


Figure 2 (26-59)

with 34 and so on (for the variation where this move is played as tsuke at 35, see Diagram 3). Sacrificing one stone by cutting at 37 was the only way. White 40 should have been played at 50, but White thought [40] would also succeed, so he did not consider any other move. After the tobi at 42, hane at 44 was a good way to reduce liberties (see Diagram 4 for the variation arising from playing 44 at 57 instead). The nobi at Black 45 was to lure White into playing 46. From the standpoint of saving his stones in the center, Black can only play kosumi at 51, but if he plays there at this point, White will play at 45, and this is not good for Black. So Black can only trick him into playing de at 46 (the correct response for 46 is shown in Diagram 5). After tobi at 47, Black's kosumi at 51 was absolutely sente, after which he connected back with 53. After the exchange of 53 for 54, Black can connect back in one move. But before simply making the connection, Black played 55 to test White's response. This was an alert play. White's hiki at 56 was the losing move - Black turned the situation into a ko with 57 and 59 (see Diagram 6 for White's correct play). Black was just making a little trouble for White with this ko, but as far as White is concerned, this ko could affect the life or death of his big group. Furthermore, White would have trouble finding suitable ko threats in this position (but Black had many threats such as crawling at *a*). Finally, White resigned because he could not win the ko.

Now let's look at a few variations from Figure 2.

Diagram 2: If White presses from above with 26, Black would play magari at 27. White 28 is a good move locally. Black hanes at 29 with an eye toward defects in White's left side group. White cuts at 30. After 31 and 33 in sente, Black cuts at 35, making a severe attack against White's weakness. White saves four stones with 36, but after Black cuts at 37, White will lose either the three stones or the two stones. This variation is not good for White.

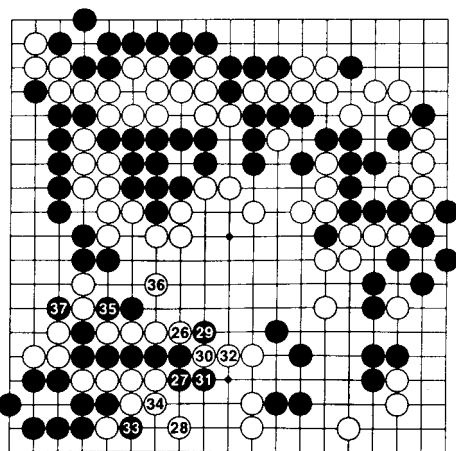


Diagram 2

Diagram 3: If White 34 is changed to play tsuke as here, Black plays de at 35, and the simple press at 37 is a good move (if this move is played at 41, White would play at 39, simply capturing Black). White has no way to reduce Black's liberties in a single move. White 38 is strongest, but White can't continue after Black 39 to 43. He

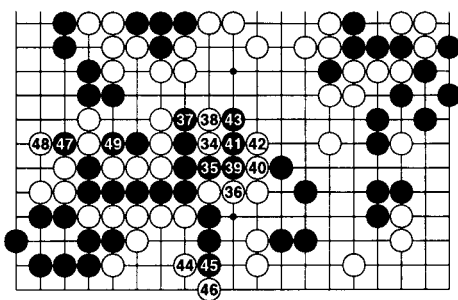


Diagram 3

must look after the lower side. After the two cuts at Black 47 and 49, either White's center or White's side must die. White is lost.

Diagram 4: If White 44 is changed to hiki on the second line, Black's hane at 45 is the urgent point. In the variation up to atari at Black 51, White loses the semeai by one liberty. (After Black 51, White *a*, Black *b*, White is lost; but Black definitely cannot play *b* instead of 51. If he plays atari at *b*, White connects, and it is Black who is short one liberty.)

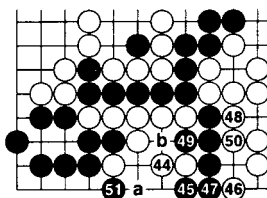


Diagram 4

Diagram 5: In the center, White missed a golden opportunity. He should have played 46 as here, making a bamboo connection. Now Black has no way to connect back. Black extends at 47, White plays tightly with a nose play at 48. Black cuts at 49, White makes kaketsugi with 50, starting a semeai with Black's central

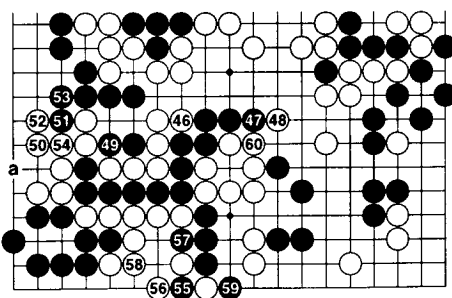


Diagram 5

group. After the exchange of Black 51 and 53 for White 52 and 54, Black still needs to play at *a* to kill White, but he only has four liberties in the center. Obviously his liberties are insufficient. Because of this, Black can only pin his hopes on the lower side. White 56 and 58 are accurate responses. When Black plays 59, White already has four liberties, so he only needs to take away one of Black's liberties in the center with 60 to win the semeai and capture Black.

Diagram 6: The losing move in the game was 56 in Figure 2. The correct play for both sides is White capturing at 56, Black playing de at 57, and White connecting at 58. When Black ataris at 59, it is imperative that White connect again at 60! (If he off-handedly fills the ko at 59, then Black plays at *a*, killing White outright; if White plays 60 at 61, Black has a throwin at 60, and White loses a liberty.) The variation from White 62 to Black 67 becomes a single approach-move ko. This result differs from Figure 2 by one move. Although the outcome of the ko is still unclear, the one-move difference could possibly affect the final result of the game. No matter what, White must play this way if he is to have any chance at all.

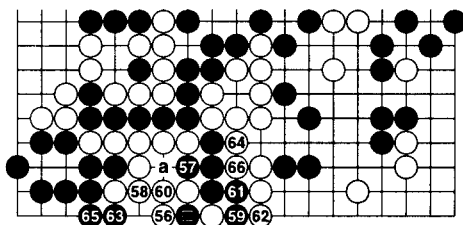


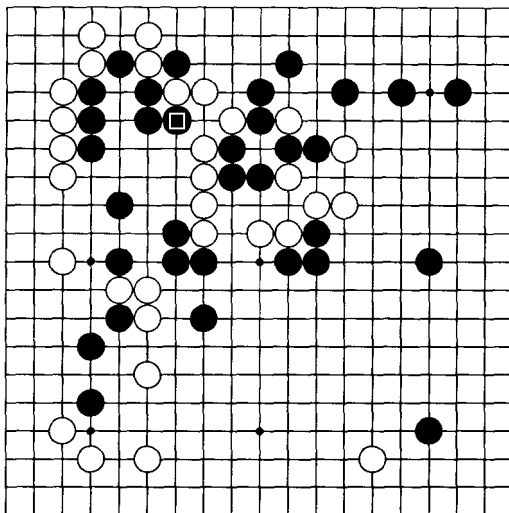
Diagram 6 67 at 59

Conclusion: Black 1 lured White into a fight. This was the implementation of the stratagem “fishing in troubled waters”. He breathed life back into a lost game, in spite of White having better ways to play than the actual game continuation. But the idea behind the stratagem “fishing in troubled waters” is to make the opponent commit errors in judgment and bad moves in a confused situation. We can say that under those conditions Black could only succeed by utilizing the stratagem “fishing in troubled waters”.

The Twentieone Stratagem: The Cicada Sheds its Skin

The meaning of the stratagem “the cicada sheds its skin” is: to slip away. Before anyone else notices, you have already escaped. Applying this stratagem to Go means when your big dragon is under attack or has been hemmed in, you escape by using some means that is difficult for your opponent to detect.

Basic Figure: Taken from the 1985 China-Japan SuperGo Tournament. Black is attacking White's big dragon in the center. Before cutting it off, he peeps at , the idea being to steal White's eyes. White's dragon is surrounded by Black, but now Black has not completed the enclosure. There is still a defect in Black's net. How should White handle it?



Basic Figure

Before cutting it off, he peeps at , the idea being to steal White's eyes. White's dragon is surrounded by Black, but now Black has not completed the enclosure. There is still a defect in Black's net. How should White handle it?

First, we will look at the necessity of Black .

Diagram 1: The usual way to cut off White would be osae at 1, then connecting back with kosumi at 3. White intends to make an eye with 4. Black 5 is the correct response. Now White plays de-giri with 6 and 8 followed by sagari at 10. This is an important sequence. Then with atari at 12 followed by taking the ko with 14, he gets one eye with ko. The loss involved in this ko is light for White, heavy for Black. Because at

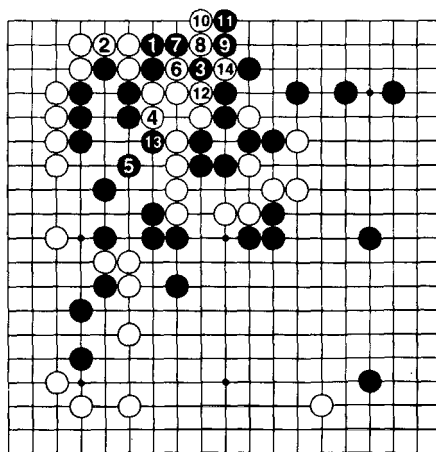


Diagram 1

once White has a lot of internal ko threats to make life for the big dragon, and if White loses the ko he only loses a little over ten points, so it is disadvantageous to Black. (If White plays 10 directly at 12, then Black 13, White 14, Black wataris at 10, and White is defeated due to damezumari.)

Diagram 2: Connecting at 1 is an awful move! This move falls right in with Black's intentions. Black plays osae at 2 and watari at 4, and after a two-move exchange, Black has already destroyed White's eye structure, and made White heavy. When White strikes out with keima at 5, nobi at Black 6 becomes sente, and afterwards tsuke at 8 makes a strong attack on White. Now White's group does not even have a single eye. The difficulty in making life for this group is just too much. Fighting this way is bad for White.

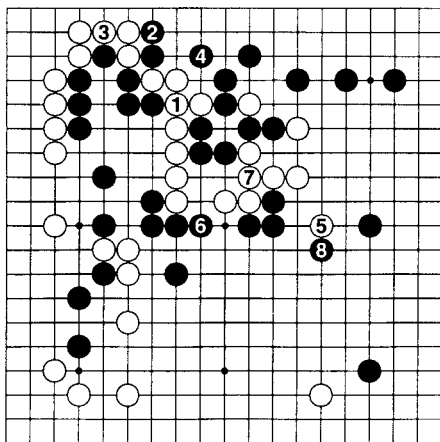


Diagram 2

Diagram 3: In this variation White reserves the connection, and first breaks through the center. Of course Black cuts at 2. White can only struggle along waiting for a chance to escape with 5 and so forth. The cut at Black 10 is severe. When White ataris at 11, Black does not extend, but rather ataris from the inside with 12 and 14, neatly capturing over ten White stones. His play is simple and clear. Although White's ponnuki on the outside is worth a lot, evaluating the situation, Black has

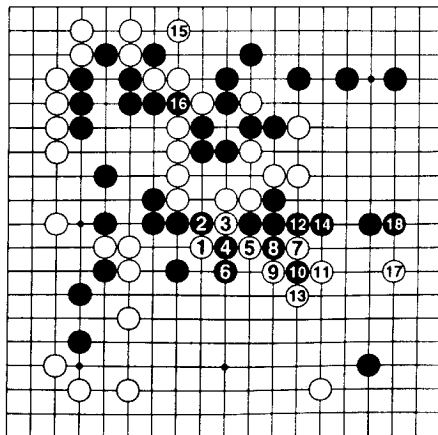


Diagram 3

over one hundred points in the corner on into the center. Even if White can capture the three Black stones in the lower left corner, this area is

worth only about 65 points. So obviously there is no way White can claim equality with Black in this position.

Diagram 4: If White 11 in the previous diagram is changed as here, after Black captures at 12, it is important that he plays *de* at 14. White cannot get his position in order. White's *kake-tsugi* at 17 is intended to lure Black into cutting at *a*, after which White can sacrifice a few stones. But Black's *hane* at 18 is severe! If White tries to stick his head out at 19, atari at Black 20 is best. White collapses! You can see that trying to break through in the center is at least not a good plan.

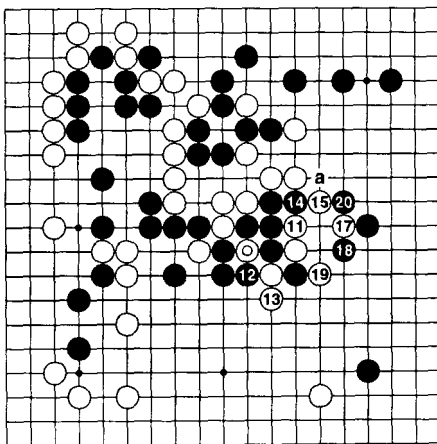


Diagram 4 16 at ◎

Figure 1 - Actual Game Continuation:

White's analysis is that overall, he has already gained a lot of profit on the left side. Black only has 30 points of sure territory, plus some potential for development on the right. Based on his own territory, White is not behind. The key question is how to handle the center. Now Black is thicker in the center, so it is really difficult for White to think of a way to escape intact without suffering some loss.

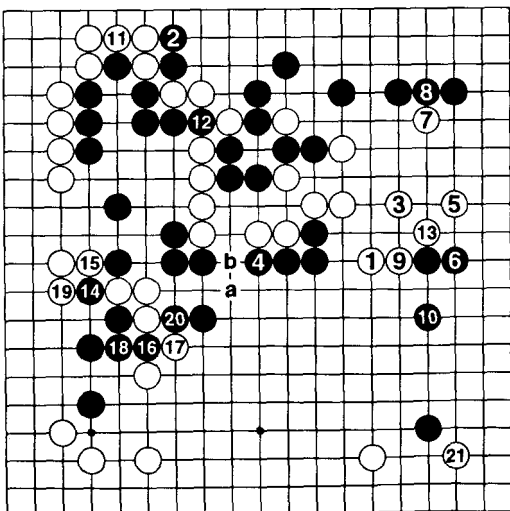


Figure 1 (1-21)

Therefore, White decided to utilize the stratagem "the cicada sheds its skin", throwing away the unimportant part and saving the important part.

White reserved all of the variations, just playing keima at 1, eyeing a break out through the center at *a*. Black played osae at 2 to capture a few White stones and assure the connection for his big group. White reinforced himself with the tobi at 3, continuing to eye the keima at *a*. Black 4 guarded against White's escape. This move could also have been played at *b*. That way, he would have four stones in the endgame, but there would remain a defect at 4 in the center. This would certainly decrease the strength of his attack against White. This was a difficult place for Black to judge. The tobi at 5 was played without thinking (there was a better play, see Diagram 5). Black 6 was a calm move - White could not make good shape with his next move. He had no choice but to make life with 7 through 13. Although White had not played the best here, from the standpoint of the whole game he still had the better of it. Taking care of the three stones in the lower left corner with 14 and so on was the biggest. White grabbed sente to play oba at 21 in the lower right corner. Overall, White had about 50 points on the left, and another ten points after taking the three-three point in the corner. On the other hand, Black only had 45 points on the upper side, and potential for at most 25 points on the lower right. To develop that potential *and* limit White's further gains was impossible.

Looking back at the beginning, White lost three stones on the upper side while saving the important stones. Along the way he destroyed Black's moyo on the right side. This was the reason for White's success.

Diagram 5: Kosumi-tsuke at White 5 is tesuji. Black plays tachi at 6, and White plays hane-shita at 7, connects at 9, and then makes a two-space extension at 11. Clearly he is unconditionally alive. This is much, much better than Figure 1. If Black played 6 at 7, then White would strike at 6, Black tobi at 10, White osae at 9, and White is still better than Figure 1.

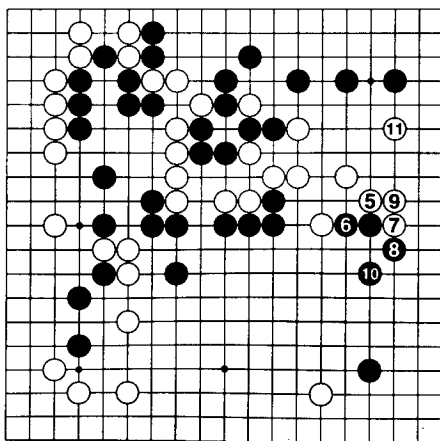


Diagram 5

Diagram 6: Following from Figure 1, Black still has the severe eye-stealing maneuver at 1. If White doesn't want to give up anything, Black can forcibly kill White. After the variation to 23, White only has one eye and is dead. But before Black plays this way, he needs to have one stone around a so that White would not be able to get away. He would also have to control the timing, or else White could change from the kosumi at 4 to keima at 5, abandoning the center and taking sente. Black would then only gain a little in yose. So at least for now White doesn't have to worry about Black undertaking this sort of tactics. In the future, if he has the chance to play osae at 14, this would be worth a lot in the endgame. So we can say that although Black has some threats here, White still stands better overall.

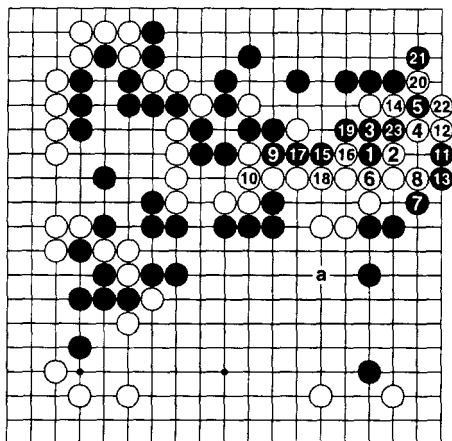


Diagram 6

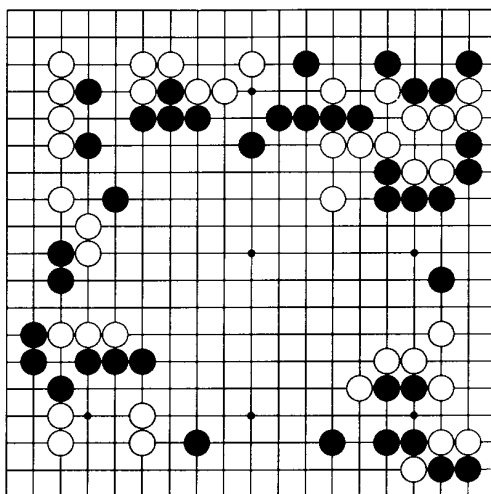
Conclusion: The key to White taking the lead in this game was his overall evaluation of the game and utilization of the stratagem “the cicada sheds its skin”. He cast away a useless remnant, trading it for easily settling the fate of the important stones.

The Twenty-second Stratagem: Close the Door to Capture the Thief

In military terms, this stratagem means that when you are dealing with a weak enemy, you first cut off their line of retreat, then surround and annihilate them. Applied to Go, we can explain this in two ways: (1) When attacking the opponent's stones, you must diffidently surround them, then slowly close the door, not bothering to directly attack them. Only when the door is closed do we launch the attack to kill them. (2) Responding to a lone invading stone, close it in and cut off its line of retreat and we will attain our goal of destroying it.

Basic Figure: Taken from a domestic tournament. Black to play. White's group in the upper right is in serious danger, but Black is definitely not better off when it comes to territory. The key to victory in this game is whether Black can come out of an attack with sufficient compensation to even up total territory.

Before making a decision on his next play, Black evaluated the current situation. Black had about ten points in the upper right corner (because



Basic Figure

White had the tactics shown in Diagram 1), close to ten points in the two-space extension on the right side, potential territory on the lower side of about 15 points, at least five points on the left side, plus about ten points out of the thickness in the upper left: a total of about 50 points. White had about 30 points in the upper left corner, about ten points in the lower left corner, about five points on the lower right, a total of about 45 points. That is to say, if Black, by attacking the isolated White stones in the center, could maintain his existing territorial foundation and gain a little

bit of profit, he could gain the upper hand.

Diagram 1: White 1 conceals some tactics. If Black plays sagari at 2, White cuts at 3 and extends with 5. The variation up to White 13 allows White to easily watari. This is White's gote yose play. If the center has been settled, then this sort of tactic becomes a very big yose play.

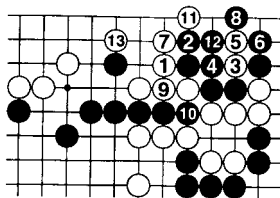


Diagram 1

Diagram 2: When White plays 1, if Black makes kake-tsugi with 2, White will atari at 3, then play hasami at 5. Black has no way to resist. He has to cut at 6. White watari in sente with 7 and 9, taking a lot of profit. Another key point is that White's sagari at a is absolute sente, and he has one eye in the corner. This can seriously hobble Black's attack. This result is one that Black cannot even consider.

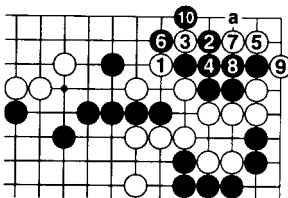


Diagram 2

Figure 1 - Actual Game Continuation: After analyzing total territory and the tactics we just described, Black felt that the cap at 3 would be the natural move for a restrained, slow attack. But after White plays kosumi at 1, although there would not be any big problem in maintaining the 10 points in the center and 15 points on the lower side, after letting White make life Black would have little assurance of gaining sente for the big yose play, kosumi at a.

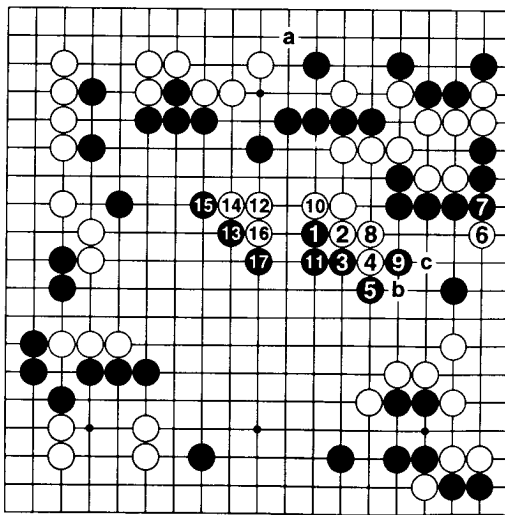


Figure 1 (1-17)

Instead, he would suddenly wind up in gote, allowing White to play yose as in Diagram 1. Black would also have a difficult time gaining any large profit somewhere else. The position would already be disadvantageous

for him. Because of this, Black chose a hard-nosed strategy, directly surrounding White. Playing this way is very risky. If he doesn't capture White, he not only loses out on building territory, he turns the position into a lost position. Right now Black has thickness in the center. After careful calculation, he was fairly sure he could capture White. White followed up with 2 and 4, trying to break out. Black did not let up one bit. White peeped at 6 and connected at 8, pinning his hopes on a Black hiki at *b*, so White could play tobi at *c* (see Diagram 3 for this variation). Black's hane at 9 was a strong move! Although Black's surrounding net was full of defects, since White was short of liberties himself, he could only play magari at 10, waiting for some future opportunity to commence the semeai. Connecting at 11 was correct, allowing White to jump to 12, after which he hit at the shoulder with 13, still holding on to him tightly. White pushed out with 14 and 16, but Black still was not giving in by a single step. If Black had given way even a little bit, White would have dashed out. (See Diagram 4 for the variation if Black 15 was played as a hiki.)

Diagram 3: If Black played hiki with 9, White would have picked a fight right here with tobi at 10, making a lot of trouble for Black. The only choice here would be de-giri with 11 and 13. White would atari at 14 and then extend at 16, starting a semeai on the spot and complicating the game. After this both sides try to get ahead in liberties. We often see liberties reduced with moves like 27 and 29. After cutting off and capturing one stone with 31, White could make use of the special properties of the corner with 32, 34, and 36, which will be of great benefit in the ensuing semeai. If 39 were played as hane at 40, it would probably turn into a ko (if Black wants to kill White, it is a gote ko, so not much confidence in this). 40 is the vital point. Finally, 48 is important. Gaining one liberty here, White wins the semeai by one liberty. This variation is extraordinarily complicated. If it were to become a ko, Black would not have much confidence in the outcome. Maybe both sides have stronger moves than these, but because there are so many variations, during the game Black

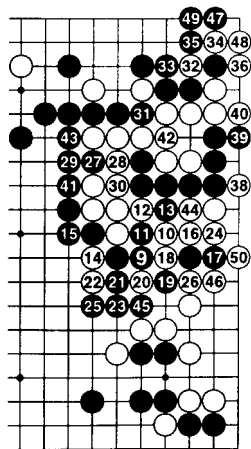


Diagram 3

37 at 32

was apprehensive. So Black thought it would be a little clearer if he haned instead.

Diagram 4: In the center, if Black gave way just one step, it would be dangerous. White would grasp Black's weakness and attack it relentlessly. After the variation to White 28, Black would have trouble looking after both defects at *a* and *b*.

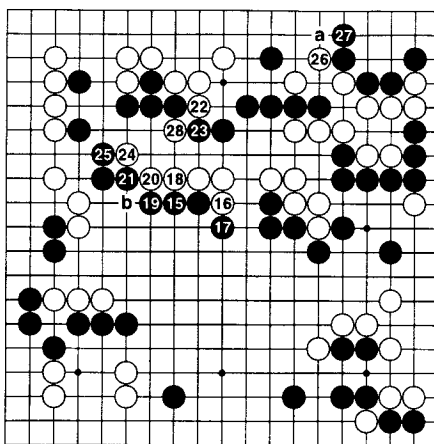


Diagram 4

Figure 2 - Actual Game Continuation: The cut at White 18 started the last attack, attempting to break through Black's surrounding net.

The coarse atari at 19 was the strongest play! White could only extend. Black thoroughly shored up his defect on the side by connecting at 21. Now White only had one way out, through the center. White cut at 22, then played warikomi-atari with 24 and de at 26. Black sealed in White with 27 and 29. The outside looked really dangerous, but because Black was very thick, all of the shicho on the outside were in Black's favor. After White cut at 30, no matter what he tried he could not capture the two Black stones in the center.

White played keima at 32, but Black calmly turned at 33, aiming to shackle White with his next play at 37. White helplessly pressed at 34, but Black gained a liberty with 35 and 37, then played atari at 41 to get away. After sagari at 43,

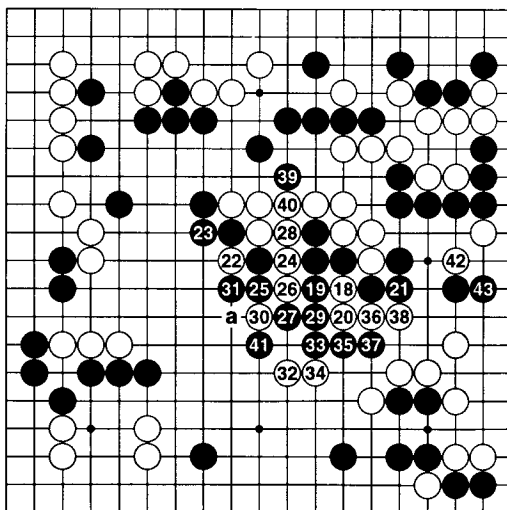


Figure 2 (18-43)

White saw that there was no way to save his big dragon, so he resigned. To continue, we can look at variations where White pushes out at *a* (Diagram 5) or plays tsukeshita at 43 (Diagram 6) with his move 42.

Diagram 5: The variation arising from continued resistance at 42 is: Black extends at 43, and White's strongest is then magari at 44. Black has three liberties on the inside, so after extending at 45 he only needs to reduce White to two liberties and all is well. Black plays magari at 47, then tightly clamps [White] at 49. White plays magari at 50, first ataris at 52, then runs out at 54. There is no other way. At this point, Black has just 53, and must run toward the outside with 57. White cannot contain Black, so Black breaks out of his encirclement.

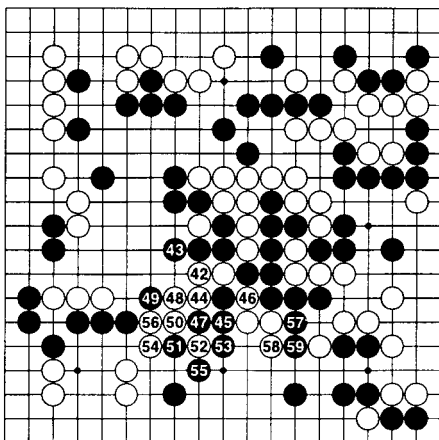


Diagram 5

Diagram 6: If White changes 42 to play tsuke-shita, he relies on connecting at *a* in sente to commence the last, stubborn resistance. Black 43 is the urgent point, and afterwards he cuts at 45 to capture White in a semeai. In the variation up to Black 59, White obviously suffers from a shortage of liberties.

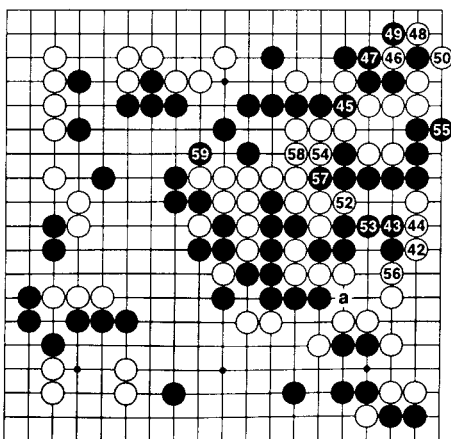


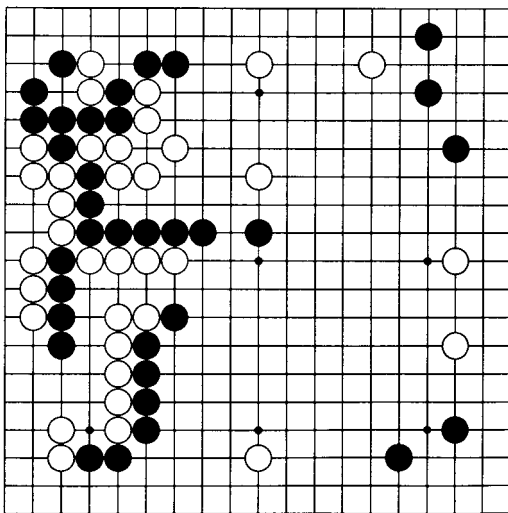
Diagram 6 ⑤1 at ④6

Conclusion: In a complicated position, Black went through a painstaking evaluation and calculation, then decisively acted to surround and capture the White dragon at a single stroke. He obtained a clear-cut victory.

The Twenty-third Stratagem: Make Friends With Distant Countries and Attack Your Neighbor

The meaning of this stratagem is to contact countries that are far away, and attack those countries that are close by. This was a sort of diplomatic strategy adopted by the country of Qin during the Period of the Warring States. They used it to reach their objectives of conquering neighboring countries and establishing a unified dynasty. In Go there are only two players, Black and White. So applying this to Go, we can only explain it as: adequately utilize your own advantageous factors (for instance utilizing thickness when attacking your opponent's thin position, etc.) to attack nearby. Fighting from strength will affect the entire board.

Basic Figure: Taken from the 1987 All-China Dan-Level Promotion Tournament. Black to play. Both Black and White have several weak groups on the board. Without a doubt, Black is at an advantage in having the next move. It is certainly not easy to decide how to use this advantage of the move to seize the initiative. The key is knowing where to start.



Basic Figure

Diagram 1: At first glance, Black seems to have a thick wall on the left, so Black's two-space extension at 1, blocking White's solitary stone, is reasonable. But to play this way, he hasn't considered the whole board. It is just [based on] an instantaneous impression. Black has a hard time accepting the keima of White 2, since it peeps at Black's vital point. In the variation up to tobi at White 6, not only has Black failed to attain his goal of

attacking White, he is faced with the threat of White *a* on the next move, sealing him in and forcing him to make a bitter life. Clearly he has been defeated.

Diagram 2: Invading White's three-space extension at 1 is a relatively ordinary play. White cannot capture this stone. But this is not the urgent play at this point, because thickness in the center, or lack thereof, greatly affects everything. White plays tobi at 2, abandoning ◎. This is an alert and resourceful play. Black makes the largest possible capture of the single White stone by playing tobi at 3. Now it is important for White to play tsuke at 4 to make shape. Although he allows Black to cleanly capture the single stone, the price in exchange is to make his own position thoroughly thick. Once White's group is completely settled, Black's weakness becomes completely exposed. Black needs to spend one move to connect his center group. White takes the opportunity to simultaneously make some territory and attack Black. He has already reached parity in territory. If he has the chance, he can play tsuke at *a*, which is very severe (since White is thick outside, he has the advantage). From this result we can see that although Black captured ◎ with ease, gaining sure profit, White was able to build thickness for his big group. Over the whole board, Black's losses will exceed his gain. Black does not succeed this way.

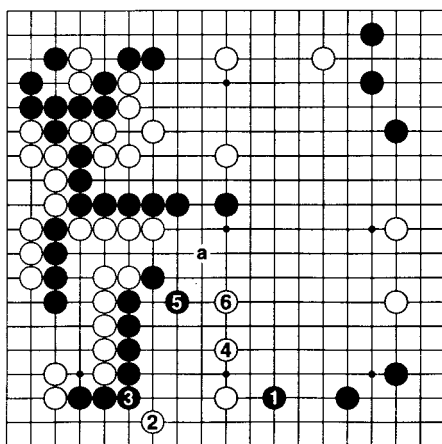


Diagram 1

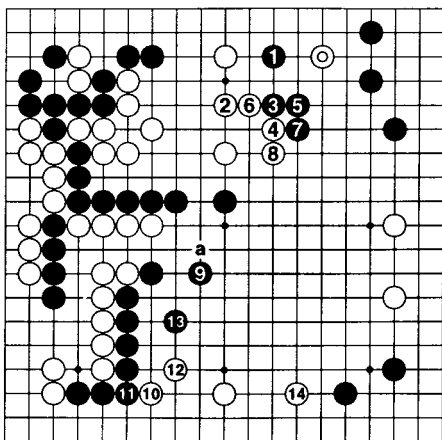


Diagram 2

Figure 1 - Actual Game Continuation: The reason Black was defeated in the previous diagram was that he mistakenly judged the left side to be a thick wall and therefore commenced an attack against White's single stone on the side. Actually, the lone stone is not difficult to handle. White's real weakness is in the vicinity of the upper side. Therefore, Black figured he would make his base on the upper left where he was strong. He drew the battle line there.

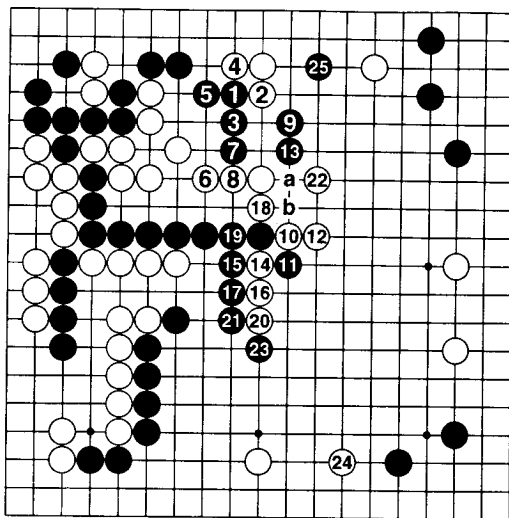


Figure 1 (1-25)

The keima of Black 1 broke the connection between White's stones in the center and his three-space extension on the upper side. This was a severe move! White would have a hard time taking care of both groups above and below. White used a common response by pressing at 2 and then playing magari at 4. Black's clumsy play at 5 was the strongest move on the board. Its purpose was to prevent White from having any possible sacrifice or other tactics, to force White to run away. The kosumi of White 6 was to be expected. Black continued the attack by peeping at 7 and then tobi at 9. At the same time, he was eyeing the keima at 25. Black had the initiative.

The tsuke at 10 is a commonly-used method for making shape. Playing Black 11 at 14 would be a calm move, whereas in the game he chose to hane at 11 and make a bamboo connection at 13, which was a hurried attack. The cut at White 14 seems severe, but actually it has no merit whatsoever. This move should have been played at *a*, awaiting the opportunity to cut. Black coarsely wriggled out with 15 and 17. Under normal circumstances, this would be bad. But this was a special situation. White's cutting point at *b* was too severe, so he could not extend at 23. Black played hane at the head of three stones with 23. White 14, 16, and 20 all became bad moves. After the hane at 23, Black's center was extremely thick,

so White's two-space extension at 24 had become an urgent matter. Black won precious sente and played keima on the upper side with 25. Black was thick all over the board. He had the advantage of not having to worry about any of his groups. Furthermore he had the lead in territory. Black's winning position was obvious.

Diagram 3: If Black doesn't want to put up with the coarse play of 5 in Figure 1, straddling as here instead, his result would not be good. White would play narabi at 6 and then cut at 8 in sente. Black must patch at 9 in gote. This way White gets to play first in the center. Warikomi at 10 develops into ko. In this ko, White is light and Black is heavy. White can just take some profit somewhere at his leisure, which is not good for Black. From this you can see the importance of forbearance in Go. Although the situation is bad and a little difficult to stand, sometimes you have no choice. This game is the embodiment of that point.

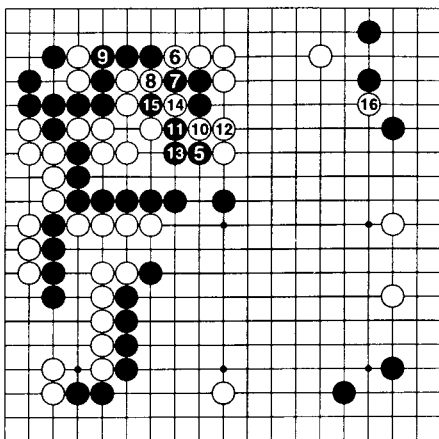


Diagram 3

Diagram 4: Even though abandoning the White group in the center would be steady play, in the final analysis letting Black capture it completely would give him too much territory. The variation would probably continue with White making the largest move, a two-space extension at 8. Black would reinforce with 9, as in an advantageous situation settling yourself is a clear and simple way to play. The kosumi-tsuke of White 10 eyes a defect in the

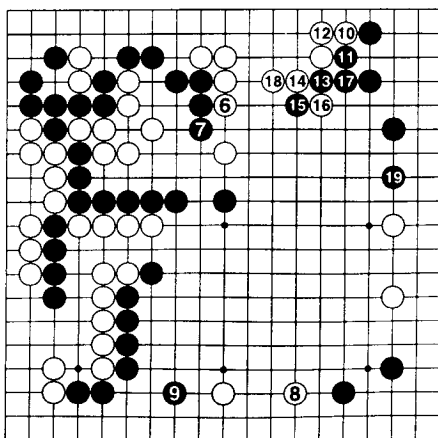


Diagram 4

corner. 11 through 17 are Black's right of sente. After gaining the one-space extension at 19 the corner probably is free of defects. Black has about 75 points over the whole board, whereas White cannot lay claim to even 60 points. The advantage is obvious.

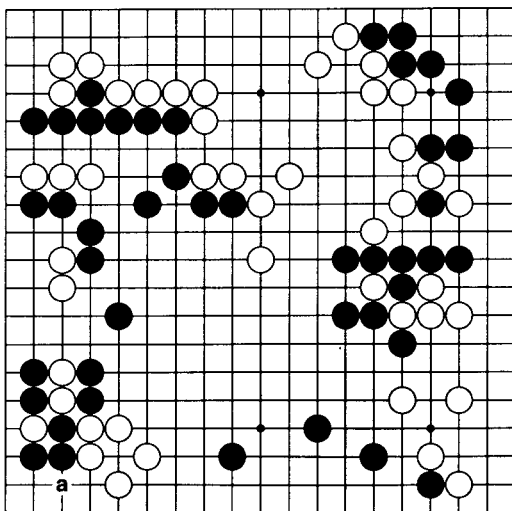
Conclusion: Black made the place where he was thick his base of operations. He developed outward from his base. First he grabbed the initiative for the attack nearby, then slowly widened the battle line to include the entire board. Finally, he controlled the initiative over the whole game. This is the result of Black's utilization of the stratagem "make friends with distant countries and attack your neighbors".

The Twenty-fourth Stratagem: Borrow a Road to Send an Expedition Against Guo

In military matters, this stratagem means: When a strong country wants to attack a more distant, weaker country, they must pass through a neighboring country. Therefore, before advancing to the attack, they must first pacify the neighboring country to secure its permission to borrow its roads for the long march.

In Go we only have two sides, the opponent and ourselves. There isn't any "friendly neighboring ally". Applying this stratagem to Go, we can only say that you must first find a way to stabilize one battlefield before opening another one, if you want to gain profit in both places.

Basic Figure: Taken from the 1982 First "Summer Holiday Mountain Villa Cup" Tournament. The game has just about entered the yose stage (Black to play). The position just slightly favors Black, but there are a lot of points still to be had in yose, and it is difficult to quickly and simply settle the position. But there are a couple of things of which we can be certain: that the only direction in which we can play is *a* in the lower left corner, and that the



Basic Figure

yose in the vicinity of the lower right has not yet been fixed. How we settle these two places will directly affect the final result of the game. Being of such great significance, they are worthy of serious consideration.

Diagram 1: Black 1 is a big yose play, and at the same time it eyes an attack on the White group. We can say that it is very much an ideal move in its own right. But in the final analysis this move is not very bold. White's atari at 2, capturing the stone on the second line, is also extremely large. When Black attacks with the keima at 3, White plays keima at 4, pushes at 6, and then keimas at 8, a very good move! Here he has basically formed a living shape (because Black cannot peep at *a* - if White plays de

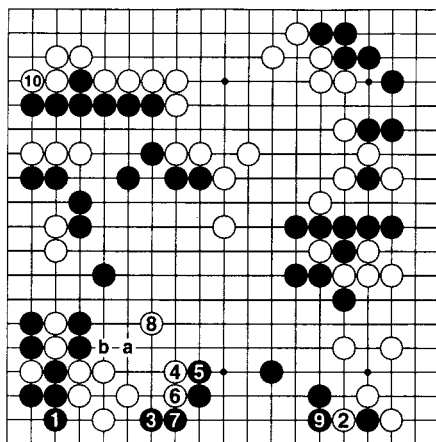


Diagram 1

at *b* then the Black stone at *a* would not be able to escape). The osae of Black 9 was largest. Osaе at White 10 on the upper side was also worth more than ten points yose. Up to here, Black has about 80 points, and White has at least 75 points, with Black to play. The game has become so close that it is difficult to predict who will win. Black fails.

What would be the result if Black changed to play the yose on the right side? Please take a look at Diagram 2.

Diagram 2: A Black hiki at 1 here would also lack boldness. White 2, taking the left side, is also very big. It is hard to say what the gains and losses are for these two moves. When Black plays hasami at 3, White plays osae at 4, and there is no big problem here. Black's kosumi at 7 is not very useful. About all he can get out of it is the chance to play tsuke-hiki with 9 and 11 in sente. Tsuke at 13 to watari is very valuable, but White gains sente to nobi on the left side at 16. Sagari at 18 is tesuji. Black can only play

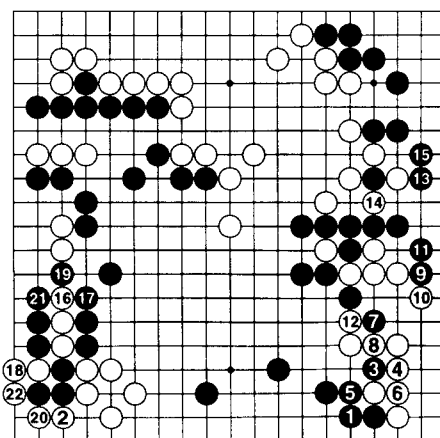


Diagram 2

wari-komi at 19 to capture, while White wataris with 20 and 22, making considerable profit in yose. Black has clearly lost the battle.

Figure 1 - Actual Game

Continuation: Black was certainly not in the lead, so he couldn't just play a simple endgame; but, if he could just make a little profit at White's expense, he would be all right. So Black turned his attention to whether or not he could reduce White's corner a little and put a little pressure on him, or settle the position in this vicinity in sente so he could take the yose play on the left side. This way, Black could be satisfied.

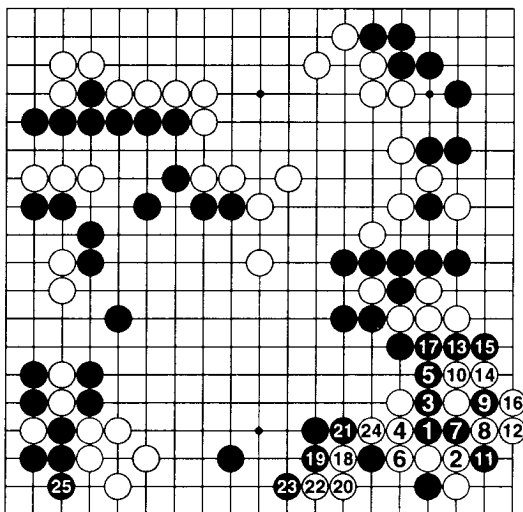


Figure 1 (1-25)

Black's hasami at 1, probing for White's response, was the important play at this point in the game! If White passively played 2 as osae at 7, then Black would atari at 6, then take sente to play at 25. This was Black's predetermined plan. Not to be outdone, White connected at 2. De at Black 3 was one of the keys to getting this game on the road to victory. White could not osae at 5, or Black would play at 4 and White would have to connect at 7, and the stone above 4 would be cut off. So White blocked from above at 4, abandoning four stones and looking for furi-kawari. The de at 7 was the second key for this game. (For the variation with the simple play at 10, see Diagram 3.) White had to block at 8. Black cut at 9. White's nobi at 10 was strongest. Black cut again at 11, and White had no choice but 12 (for the counterattack variation, see Diagram 4). Now Black could not be greedy or he would wind up losing. Warikomi at 13 was a calm move! Unconditionally capturing four White stones, and making not a little profit. Then hasami at White 18 capturing two stones was a big play, but out of this Black gained sente to play the big yose at 25. In this campaign, the exchange of Black capturing four White stones and White

capturing two Black stones was about even. The key was that while settling this part of the board, Black gained precious sente to make the big yose play at 25. Black was able to gain profit on both fronts, firmly establishing the lead.

Diagram 3: If Black just turns with 7 as here to capture four White stones, it would be a little slow. After White played sagari at 8, he could take sente to make the yose play on the left. Now rescuing one stone with 11 would be dangerous. White could cut at 12 and extend at 14 in sente, then start a semeai with the hasami of 16. This result is disadvantageous for Black.

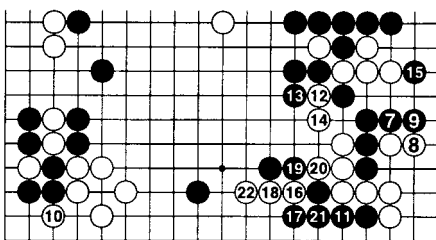


Diagram 3

Diagram 4: If White does not play sagari with 12 as in Figure 1, and furthermore if he tries a semeai, the result is not good for White. Black would use the special property of the corner in the variation to 27, when White would not be able to play into the corner without connecting at 28 first. Then the hane at 29 turns it into seki. A seki result is obviously not good for White.

Diagram 5: When White played sagari [12 in Figure 1], if Black were too greedy, thinking of killing White, then things would be different. White can use guru-guru-mawashi tactics. Black sinks into a difficult situation and is captured.

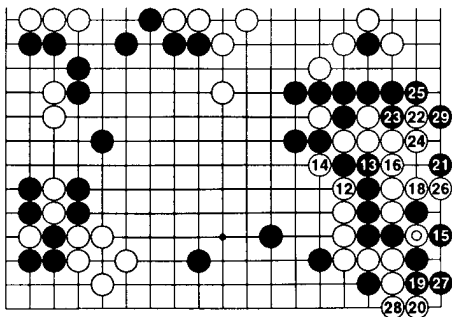


Diagram 4 17 at ○

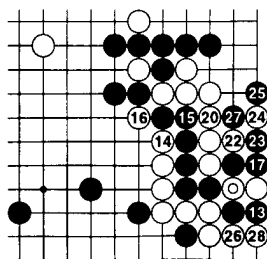


Diagram 5 18 at ○,
19 right of ○,
21 at ○

Diagram 6: The good point about Black's cut with atari [11 in Figure 1] is that unlike attacking directly [shown here], there is the exchange of a and b in this diagram. With this two-move exchange, Black's clear profit is that later in yose, he only needs to play sagari at 1, White 2, and when Black ataris at 3, White's three stones would be caught in damezumari. This shows just how ingenious Black's play was in this corner.

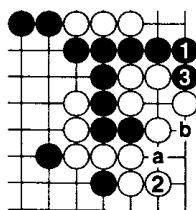


Diagram 6

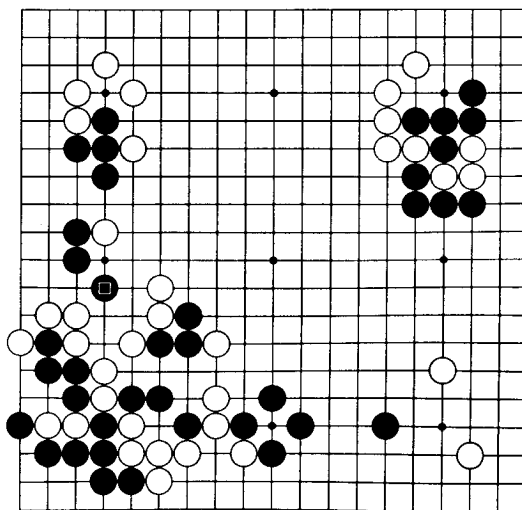
Conclusion: First Black cleverly settled the position on the right side, gaining sente to reach his goal of playing the big yose on both sides of the board. The play throughout the campaign was tight, especially the ingenious sequence after the de at 7 in Figure 1. Not only did he gain profit in yose, but he also prevented White from coming away from the fight on the right side with sente. This gave Black the success arising from the stratagem “borrow a road to send an expedition against Guo”.

The Fifth set: Stratagems fore Gaining Ground

The Twenty-fifth Stratagem: Replace the Beams and Pillars with Rotten Timber

The meaning of this stratagem is: frequently change the enemy's lineup, dividing up his crack troops and his main force. Then wait for him to defeat himself. We can understand this in the context of Go as: constantly shift the relationship between attack and defense, and between thickness and territory. In the confusion, you can spoil the places where your opponent has an advantage.

Basic Figure: Taken from the 1984 All-China Go Team Championship. The peep of Black  leads a severe attack against White's group! Overall, White has two unsettled groups on the left side and lower side. At the moment, they are difficult to handle. In this dangerous situation, White should do his utmost to stretch the battle line so he will be able to wait for a chance to counterattack.



Basic Figure

Diagram 1: Making a solid connection with White 1 will not work. After Black's magari at 2, White is in a situation where one of his two groups must die. White nobis at 3, and then the press at Black 4 is sente. So he gets to seal White in with the tobi of 6. White's left-hand group cannot escape.

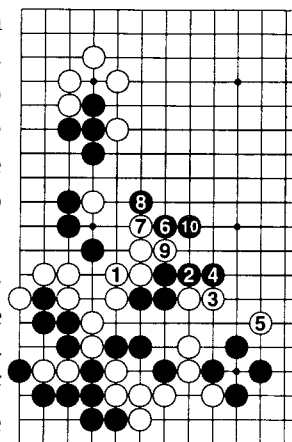


Diagram 1

Figure 1 - Actual Game Continuation: Single-mindedly wanting to connect both groups to the outside would be dangerous. It was already impossible for White to simultaneously take care of everything. So White's direction for doing battle was to sacrifice some stones to buy some time and find a way to handle the two sides locally. He would gain equality overall at the smallest possible loss.

Ikken tobi at White 1 was an important move for utilizing the stratagem “replace the beams and pillars with rotten timber”. This move had a lot of hidden significance. In one sense, it was running out into the center, to keep Black from completely enclosing this group. Moreover, to a certain degree it limited the movement of the Black group on the side. It was well-coordinated with the moyo on the upper side. Also, it confused Black. Mo-

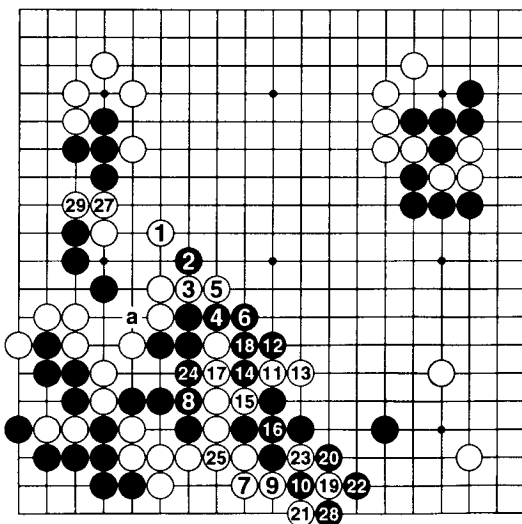


Figure 1 (1-29) 26 at 10

mentarily, he could not figure out where his next play should be. The idea behind the peep at 2 was to make White heavy before cutting him off and capturing him. It also guaranteed Black an escape route. White counter-attacked with 3 and 5, cutting off Black 2 and gaining some profit. Then he turned to handle the lower side. Black already was not

willing to cut at *a* to capture a few stones, because he had suffered a loss with the isolation of Black 2. A White atari at 8 would be hard for Black to take. If White could settle his lower group in sente, then he could take the move to develop his moyo on the upper side. Then it would be hard to determine who had the lead. Black made a determined attack to kill the lower group with 8. White played tsuke with 11 in an attempt to get out, and with hasami at 19, it became ko. In the course of the ko fight, Black had an internal threat at 24. Black resolved the ko with 28, capturing the White group on the lower side. White penetrated the left side. As far as the result of this ko is concerned, Black's gain is not small, but the outcome of the game still would be decided by the fighting to come in the vicinity of the upper side.

The result of Black cutting at *a* directly rather than peeping at 2 is shown in Diagram 2.

Diagram 2: When Black cuts at 2, White plays geta at 3 to start a fight. Black plays de at 4 and tobi at 6, but suffers a big loss on the outside through White 15 when his cutting stone 6 is isolated and captured. When Black cuts with atari at 16, White hanes at 17 and makes kake-tsugi with 19, forming ko. For this ko fight, White has quite a few internal threats around *a*. Black has the burden, and does not have a lot of confidence in the outcome.

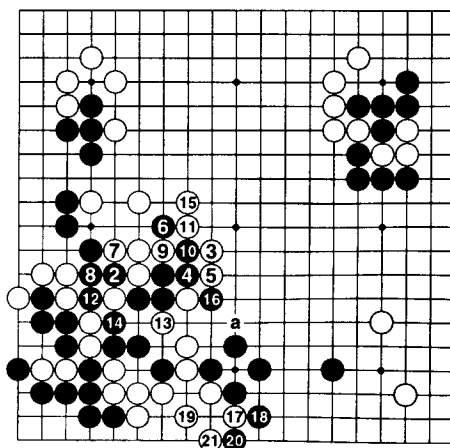


Diagram 2

Diagram 3: If Black presses at 2 and 4 before cutting, escorting White out, then White's group below can be made completely safe. White 7 tests Black's response. Right now, Black would probably connect at 8. White still is controlling Black's play after 9. On the left side, White *a*, Black *b*, White *c*, Black *d* is White's prerogative any time he wants to play it. Black's gain is not all that large. White can still make a contest out of this game.

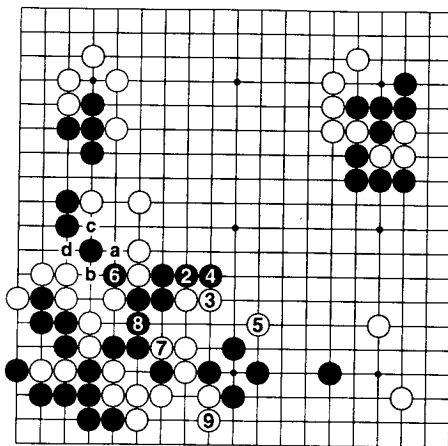


Diagram 3

In the first campaign, White handled his passive position by settling his two isolated, besieged groups through furi-karawi. He shifted the focal point for the outcome of the game to his own moyo on the upper side. This should give him a little advantage in future fighting. We can say that in this campaign White made his first stride in the stratagem “replace the beams and pillars with rotten wood”.

Figure 2 – Actual Game Continuation: Cutting at Black 30 to create some tactics on the inside was correct. After the White atari at 31, he hane and connected with 33 and 35. These are the usual responses. Picking a fight with Black 36 was not a wise thing to do. This was exactly what White wanted. For this move, Black should have preserved the tactics shown in Diagram 4 by playing keima at 43 to reduce White's territory. That would have been an easy game for Black. In the game, after White's kosumi at

37, Black saw that if he wanted to kill White, he would have to fight a ko (for this variation, see Diagram 5).

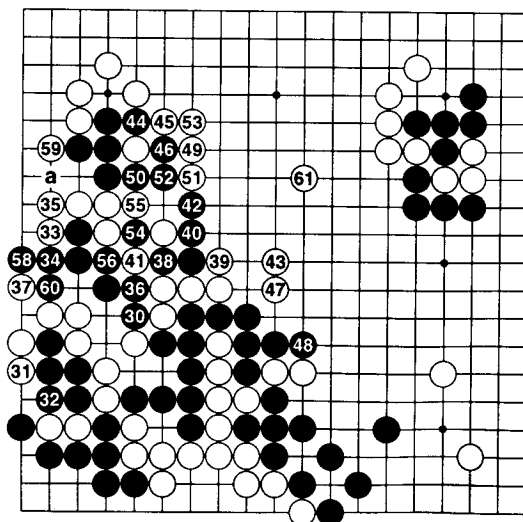


Figure 2 (30-61) ⑤7 at ⑤4

His footwork was starting to get mixed up - Black played de at 38, taking away one of his own liberties, and sealing the fate of some of his stones on the side. The de at 44 was played with an eye toward defects in White's group on the side. Actually this was the losing move for Black. Now the game had developed to the point that the upper side was bigger than the left side. Black could only contest the outcome of the game by getting into White's moyo. 54 was tesuji for local reduction of liberties. When Black played osae at 58, White could not play at 60 (that way, Black would play the kosumi at a bringing the big group to life, which would be unsatisfactory for White). When Black played atari at 60, White alertly abandoned the side, grabbing the chance to play the big move of 61, enclosing territory. On the upper side he had surrounded over 100 points of territory. But Black still needed one more reinforcing move on the left side. At this point, the scales of victory were tipping in White's favor.

Diagram 4: In the semeai on the side, the kosumi of Black 1 is the urgent point. After this, no matter what White does he will be short by one liberty. If Black were to lackadaisically play 5 to reduce White's liberties, White would play the kosumi at 1. Then Black osae at a, White 2, Black 3, White 6, Black b, White 4, and it becomes ko. In semeai, the kosumi on the first line is often useful. You should pay special attention to this.

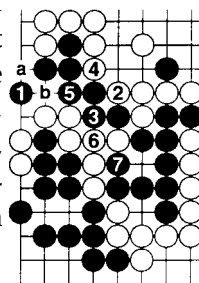


Diagram 4

Diagram 5: In the actual game, Black did not play the urgent point (kosumi). After White played the kosumi, if Black continued by playing the osae at 38, White would only need to fill liberties. In the variation up to 46, it becomes ko. Comparing this result to Diagram 4, Black has wasted one move.

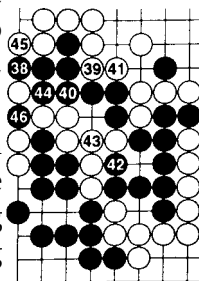


Diagram 5

Conclusion: In this game, White met with danger. In a passive situation, he used the stratagem of "replace the beams and pillars with rotten wood". Incessantly using tactics like sacrificing stones, furikawari, etc., moving the focal point of the game around as he went. In the course of this shifting about, he reduced his opponent's elements of advantage, making it hard for the opponent to gain control of the situation. [This stratagem] had a decisive effect on White gaining victory in the end.

The Twenty-sixth Stratagem: Point at the Mulberry to Curse the Locust Tree

The meaning of this stratagem is to give a subtle warning to someone who is disobedient to you by taking other people to task for their mistakes. Applying this to Go, we can explain it as: when we meet with an opponent's unsettled group, we do not attack it directly, but rather attack somewhere else as a subtle warning, to the point that he plays a reinforcing move. This way we can reduce the risk by a certain amount.

Basic Figure: Taken from a major overseas tournament. It is fairly obvious that after White played sagari at ㊦, this group was not safe. From the perspective of the whole board, Black had the better of it. The question now was how to turn the advantageous position into a clearly won position. This is a difficult question.

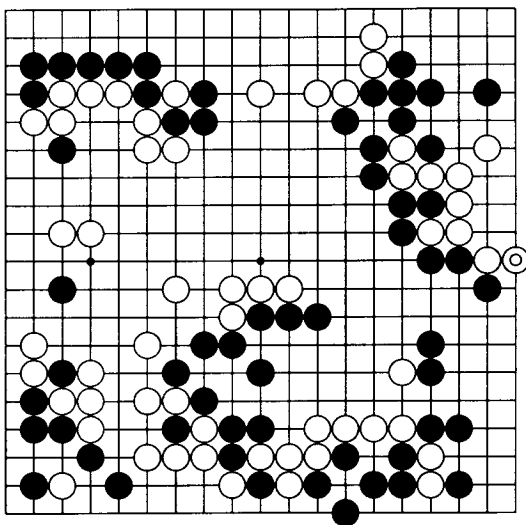


Diagram 1: First let's analyze the condition of the group on the side. The oki

of Black 1 is a common form for killing a group. We can say it is the vital point for White's shape. White 2 is the strongest resistance. (If he plays tsuki-atari at 3, Black stretches to 2, and he is unconditionally dead.) Black can only tachi at 3. White 4 is sente and is well-timed, forcing Black to connect at 5, after which White plays guzumi at 6. Following this variation on through 12, White is unconditionally alive. (If White 4 is played at 6, Black would hane at 8, and White would be dead. Please confirm this for yourself.)

Basic Figure

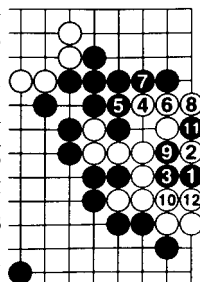


Diagram 1

Diagram 2: Black's attempt at killing White in the last diagram did not succeed. Then all we can do is change to the oki on the second line. After hasami at 2, it becomes ko. Although this ko is no trouble for Black, White is certainly not afraid of this variation because he has internal ko threats at *a*, *b*, and so forth. Furthermore, Black has a group in the center that would provide endless threats for White. White can fight this ko to the bitter end. On the other hand, Black is not going to make a lot of profit out of it. Black cannot have much confidence in this sort of play.

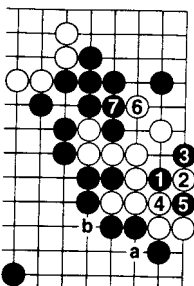


Diagram 2

Figure 1 - Actual Game

Continuation: Black did not try to kill the unsettled White group directly. Instead he dropped a bomb on the upper side, threatening another group. This was a tactic utilizing the stratagem “point at the mulberry to curse the locust tree”. Its aim was to go through the attack on this group to give a subtle warning to that group, waiting for the opponent to patch up the right side. White 2 was the losing move. If this move had been played as magari at 3 or as in Diagram 4,

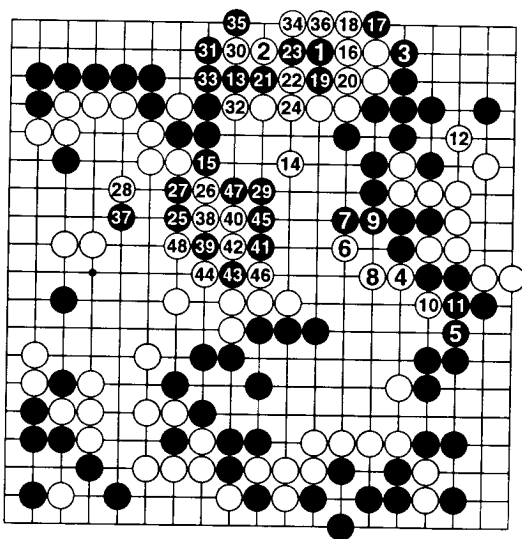


Figure 1 (1-49) ④9 at ①

then the outcome of the game would be hard to predict. The osae at Black 3 was a steady play. White had to reinforce with 4 and so forth. By forcing White to patch up his position, Black had already reached his long-awaited goal. Kosumi at 13 was severe! It started an attack against White's group on the upper side. White came out with keima at 14, and Black smoothly reduced his territory with 15. White could not simultaneously surround territory and look after the big group, so he was falling into a lost position. Black 17 was a strong response to the tsuki-atari of 16,

relating to 13. The de of 21 cut off one White stone, and White was facing a big loss. After this, White played a few more moves. When Black played tsuke at 37, White went into action with 38, looking for a good point to resign, and finally did call it quits when his big dragon was slain with 49.

Diagram 3: The intent behind Black's invasion was to threaten the right side. You can see that the osae of Black 13 in this diagram is absolute sente. Black was loathe to play aji-keshi, wanting to preserve the possibility of the osae at 13. Just because of this, the tsuke at White 2 cannot succeed. Black can take the opportunity while reducing liberties to get in the osae at 13. Then the oki of 17 unconditionally kills White's big group.

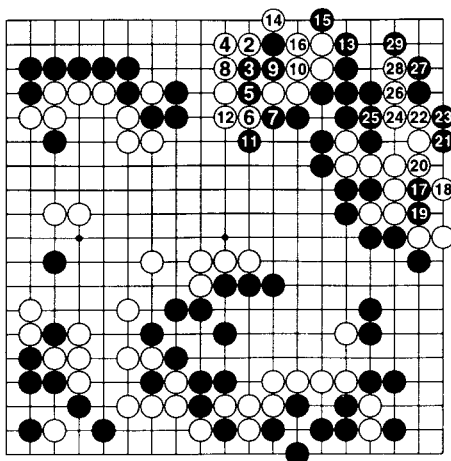


Diagram 3

Diagram 4: When Black invades, White's correct response is kosumi on the third line. Black naturally captures two stones with 3 to 7. If he fights the ko, the outcome would be doubtful. After White makes life on the right with 8, then normal yose play starts. Because the White group on the upper side is probably safe, Black does not dare go deeply into White's territory. From Black 9 to 19 he plays yose. The game has become very close, with a slight edge to Black. If White does not like this diagram, then he could

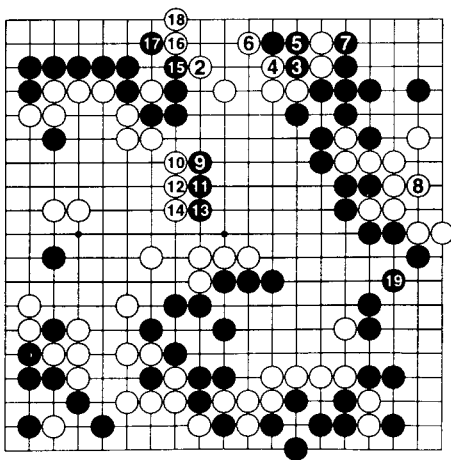


Diagram 4

consider playing 2 as magari at 7 to confuse the situation. Then, Black would start the ko fight, and the game would become fairly complicated.

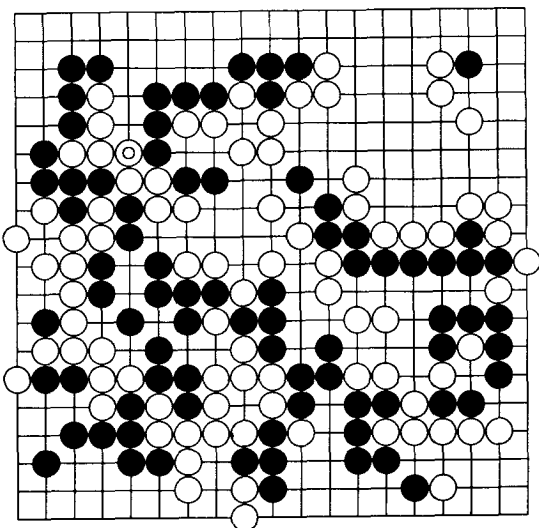
Summing up, with these two ways of playing, White has some hope to contest the outcome of the game. At least Black would not find as easy a victory as in the actual game.

Conclusion: Black could have fought a flower-viewing ko to kill a big White group. But he did not initiate an attack there; rather, he used an invasion of White's upper side as a subtle warning. White was quite worried about being killed by ko, and thus was heavily influenced in making his response on the upper side. Black saw that his ruse was effective in getting White to reinforce the right side and make life, and thus turned to attack the upper side. He was completely in control of the game. This easy, relaxed way of gaining victory was entirely due to Black's strategic success in using the stratagem "point at the mulberry to curse the locust tree".

This stratagem is similar to "feint to the east, attack to the west", but there is a difference in meaning. The "feint" stratagem is: when the opportune time to attack the west has not yet arrived, "feint to the east" and wait for the chance to "attack to the west". The "point" stratagem is: we could curse the "locust tree", but we curse the "mulberry" to let the "locust tree" know that we are actually cursing him. This is clearly reliable and brilliant.

The Twenty-seventh Stratagem: Play the Fool

It is better to play the fool and do nothing, rather than pretend to know everything and act rashly. Be deeply calm. Until the right moment arrives, it is better to be quiet like a land mine buried underground. We can explain this in the context of Go as: If we want to attack the enemy somewhere but the time is not yet ripe, we must wait without revealing [our idea], and create an opportunity.



Basic Figure

Basic Figure: Taken from the 1985 China-Japan Super-Go Match. White ①, rescuing four stones, was the biggest yose play. At this point in the game, White was well in the lead. He only needed to seek out his weak points and reinforce them to coast to victory. But White overlooked a latent threat.

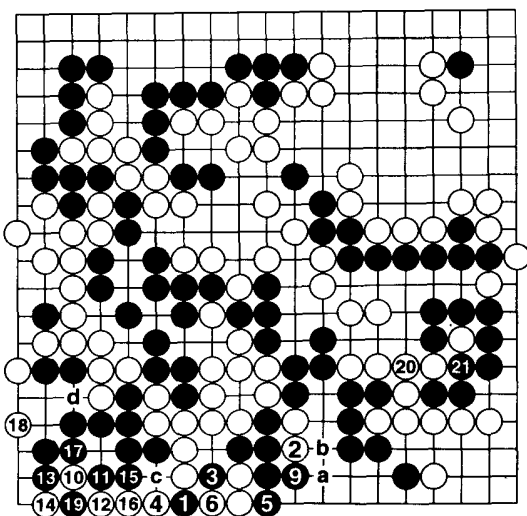


Figure 1 - Actual Game Continuation: The tsuke at Black 1 was a clever move! The whole White group was suddenly mired in difficulties. Now [White] deeply regretted not having played

**Figure 1 (1-21) ⑦ at ①,
⑧ at ⑥, ②② at ⑩**

◎ at 4 to reinforce this group. Under the pressure of the sound of byo-yomi, he suddenly hit on a way out of the predicament. He saw that there was still a ray of hope.....

Pushing at 2 was an absolutely fantastic move in this situation! (If Black answered at 9, White would hane at *a*, Black *b*, White *c*, and White would be out of danger.) Warikomi at Black 3 was strongest. White played atari at 4, then Black captured three stones and White captured one back. The reinforcement at Black 9 was the inevitable continuation. (For the variation where White plays 4 at 9, see Diagrams 1 and 2.) After this exchange of moves, White had gained quite a few liberties, so White could succeed with the semeai started by ogeima at 10. 11 through 17 were correct. Then 18 was tesuji. (If he played *de* at *d*, then a Black kosumi at 18 would make a no-pressure ko to kill White. Please play this out for yourself.) The connection at 20 was a perfect ko threat. The ko fight in this semeai simply could not be avoided.

Figure 2 - Actual Game

Continuation: Black 23 gained one liberty. White 24 was the urgent point. If he were to connect the ko at □, then Black would play at 24 and White would be at a disadvantage. In the big dragon on the right side, White had four ko threats, and he also had one internal ko threat. Due to this fact, if Black had played 29 at 38 he would have been short by one ko threat. When Black cut at 29, White resolved the ko. If Black captured

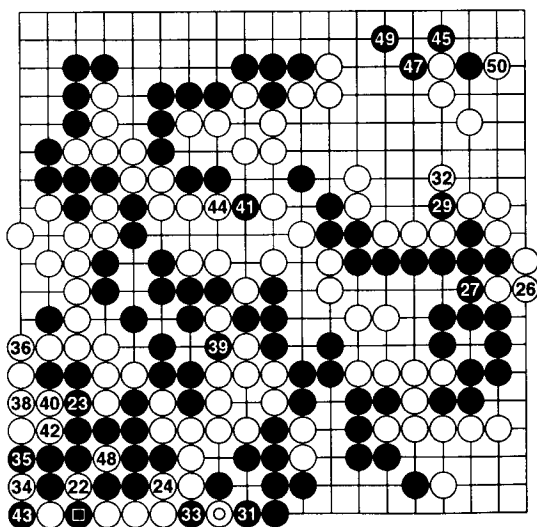


Figure 2 (22-50) 25 at ●, 28 at 22,
30 at ●, 37 at ○, 46 at 34

three stones, then White could play tsuki-atari at 31 to gain one liberty and kill the Black corner unconditionally. So Black had no choice but to play atari at 31. White connected back at 32, leaving Black no profit at all. Black captured in ko at 33 to prevent White from starting another ko. He

had to make this play. Hane at 34 was the vital point. The ensuing semeai still turned into a ko fight. But from start to finish this ko fight was to White's advantage. On the right side White still had three ko threats. Black could only helplessly play three consecutive moves in the upper right corner with 45, 47, and 49. White resolved the ko, capturing Black's corner. Black resigned in view of the big loss.

Let's look back at some simple variations.

Diagram 1: The osae with White 4 cannot succeed! After Black crawls out at 9, due to  on the second line Black can crawl over on the first line. White is short of liberties. Now the big White group also cannot enter a semeai with the corner. White 10 is strongest, but after Black reduces liberties with 11, 13, and on up to 17, White obviously does not have enough liberties.

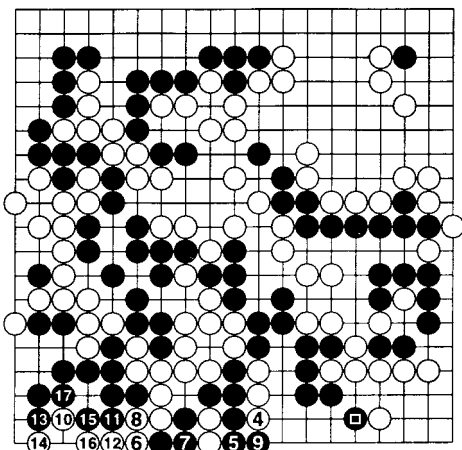


Diagram 1

Diagram 2: If White changes 6 to the simple magari as here, the result is about the same. Black calmly captures at 7. If White does not play 8, then Black can crawl over just like Diagram 1. After the osae at White 8, Black takes away his liberties at 9 and 11. Inside, it becomes seki, but because the four White stones on the outside will be captured, this seki equates to unconditional death.

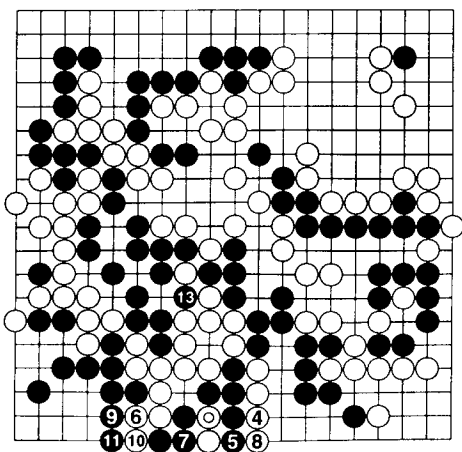


Diagram 2  at 

The reason Black was defeated in the game was because he was not calm enough. He thought that he only had to play at 1 and he

would succeed. He did not pay any attention to the fact that White had the excellent resource of pushing at 2 to resist. Black's mistake was in not accurately judging his own weakness.

Diagram 3: (The Correct Solution): Black's weakness was having too many ko threats against his big group on the right. He should have made every effort to resolve this weakness, not leaving it a single foothold. Black 1, capturing one stone, is the perfect opportunity to utilize the stratagem "play the fool". You can be sure that White would not notice the life-and-death situation on the lower side, but rather would connect at *a*. Then Black could make his move, with a difference of one less ko threat from the actual game continuation. The result of the semeai would be completely reversed. (If Black 29 in Figure 2 were played at 38, regaining one ko threat, Black would be one threat ahead and would win the ko.) This way Black would reach his goal in a most satisfactory manner. Naturally, if Black 1 here were a useless move, then there is no way White would answer by connecting at *a*. To see whether or not this is a worthwhile move after all, please see Diagram 4.

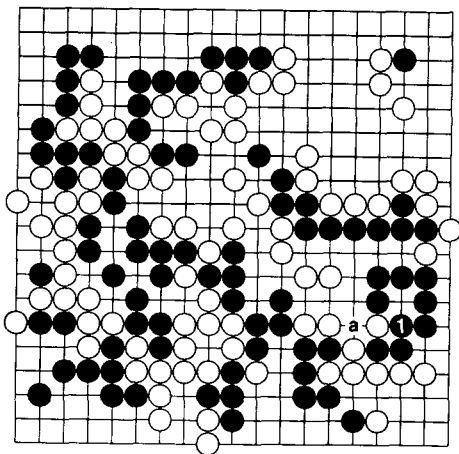


Diagram 3

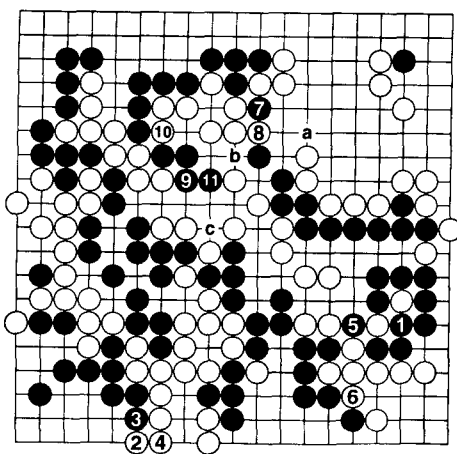


Diagram 4

Diagram 4: Under the condition that White had seen the danger, the kosumi at White 2 would be the correct move. After Black captures one stone with 5, White is separated into two groups, above and below. The White corner is not safe, so White would reinforce the corner at 6. Cutting

first at Black 7 is the right move order. If White were to answer at 9 at this point, Black would connect at 8, then when White cuts at 10 to make life in the center, Black would play tsuke at a ruining White's territory. So White must play de at 8, Black plays magari at 9, and when White cuts at 10, the simple turn of Black 11 is absolutely beautiful. White cannot play at both the weak points b and c.

Diagram 5: If White does not reinforce the corner [White 6 in Diagram 4], then Black would play hasami at 7 followed by nobi at 9. In the variation up to Black 15, it becomes an approach-move ko.

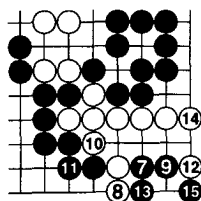


Diagram 5

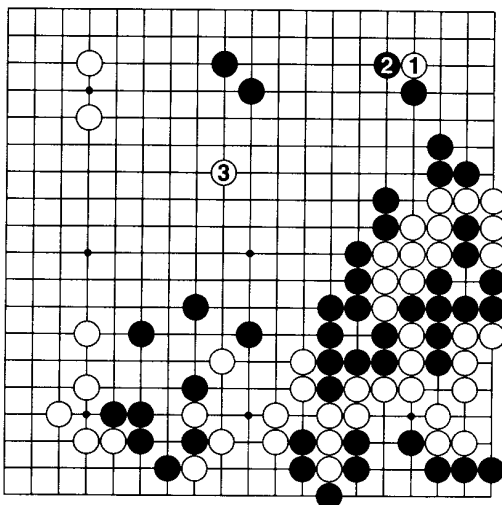
In any case, after White lets Black capture [at 5 in Diagram 4], there would inevitably be defects in the separated groups. Then too, he would not realize there is a problem with the lower group. Inevitably, White would respond at *a* in Diagram 3. After the exchange of these two moves [1 and *a* in Diagram 3], Black's latent tactics can succeed.

Conclusion: When your opponent's group has a defect, and he has not discovered it, you should take advantage of the opponent's state of mind to strengthen your own position or take a little profit along the way. In this situation, any little threat against him becomes sente (Diagram 3 is an example). This kind of tactic where you pretend you don't have anything in mind is what we call "playing the fool". This stratagem is always used when the opponent has a weakness, and especially when we are not too sure about our chances with an immediate attack. Because we are not entirely confident, we take advantage of our opponent's lack of defensive preparation to gain some profit. We await a chance to attack such that our opponent has no room to resist.

This stratagem is different from "crossing the sea by treachery". The key to this stratagem is pretending there is nothing going on. Up until the moment is ripe, we do not reveal even a trace [of any plan] at all.

The Twenty-eighth Stratagem: Remove the Ladder After the Enemy Goes Upstairs

The meaning of this stratagem is: intentionally expose a weakness, tempting the enemy to penetrate deeply into our territory. Then we choose an opportune time to cut off his line of supply, leaving him in a completely hopeless position. Applied to Go, the main idea is: during a fight, you consciously lead the opponent into an area where you have an advantage; actually you are luring the opponent into a place where you have the advantage to do battle.



Basic Figure (1-3)

Basic Figure: Taken from a foreign tournament. White first played tsuke-shita in the corner, leaving behind some aji, then turned to reducing territory in the center. The current position is unusually difficult to evaluate. The key is, given White 3, what tactics exist in the corner after all? This question defies estimation.

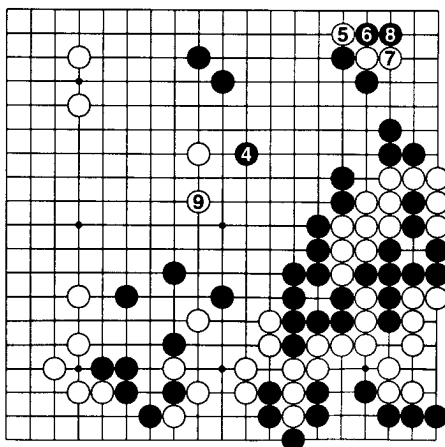


Diagram 1

Diagram 1: Enclosing territory with Black 4 is most ordinary. White hanes at 5 and extends to 7 to test Black's response. Rather than finishing out the variation in the corner, White plays tobi with 9 in the center to limit Black's moyo.

Then he will wait for the right time to further develop tactics [in the corner]. Neither side has much confidence in this continuation, because the outcome will later depend on the way the corner is settled. Black doesn't have time to go back and patch it up, and at the moment White cannot see how much profit he might be able to extract from it. Looking at the course of the game, White should be satisfied he was able to get this far, as he cannot possibly have any more profitable variation.

Figure 1 - Actual Game Continuation:

Black's analysis was that White 3 in the Basic Figure was intended to coordinate with the development of tactics in the corner, so he decided to use the stratagem "remove the ladder when the enemy goes upstairs". The first step was to lure the opponent "upstairs". After he went "upstairs", then [Black] would cut off his retreat, which was the second step, "removing the ladder". If he played dully as in Diagram 1, then White

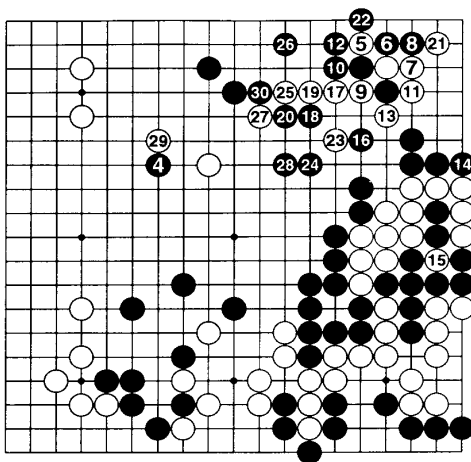


Figure 1 (4-30)

would not possibly "go upstairs". If we want the opponent to "go upstairs", first we must build a "ladder". Capping at Black 4 was the key move, building a ladder for White, luring him into "going upstairs"! With White 5 and so forth, he started climbing the ladder to "go upstairs". Black still followed the usual formula in the continuation. After thoroughly luring him to climb up, suddenly Black played atari with the magari of 12, pulling away the "ladder"! By now, White had climbed to the peak of the roof, and had no way to get back down. He certainly knew he had fallen for a trick, but it was too late. With 13 and the following White risked everything, but it was no use, as Black had a topographical advantage. With Black's strong attack through a series of moves -16, 18, 22, 24, 26, 28 - White could not get out of danger. Finally White was forced into trying to turn to other things with 29, but his loss on the inside was just too great. Black cut at 30, gaining a clear advantage.

In this Figure, White's defeat was due to Black's magari-atari at 12. If he had followed customary procedure, as in Diagram 2

Diagram 2: Extending with Black 12 is the usual way. In this case, White crawls out at 13, which makes a world of difference. Black can only reinforce the corner with 14. White plays atari at 15, then makes a one-space extension with 17. Having ○ above gives him a definite escape route. He also can utilize roll-up tactics at *a*. Next he has the means to make life with tsuke-shita at *b*. Although both sides are in danger this way, in comparison White has various possibilities such as furi-kawari, sacrifice, etc. On the other hand, if Black cannot kill White, this becomes a losing position, so it is bad for Black.

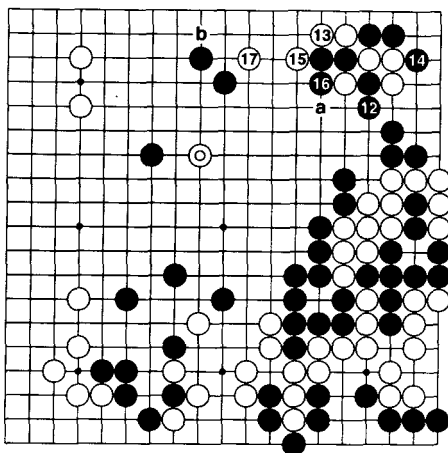


Diagram 2

This leads us to the primary reason White lost the game; White's corner activity was much too early. Starting this activity under the condition that the outside situation was unfavorable for White made it inevitable that Black would launch a fierce attack and destroy him. White's correct play could only be to first handle his capped stone [capped by Black 4 in Figure 1], waiting until after that is settled to look for an opportunity to start some activity in the corner.

Diagram 3: The tobi of White 5 is usual for making shape. Immediately sealing with keima at Black 6 is not steady. With the tsuke of 7 and thereafter, White breaks through. The furi-kawari resulting from the cut at White 15 is inevitable. The connection of Black 16 cannot be helped. (If we change this to play at 18, White would cut with atari at 16, and Black is not good.) White destroys Black's right-side moyo on a large scale by capturing one stone with 17 and 19. Black then breaks into White's corner with de at 20. But White's shape here is very elastic. He forcefully blocks at 21. Black does not have any especially severe measures. Black can cut

at 22. Then White 23 and 25 are best. In the variation up to 33, although Black gains the corner, White naturally builds up a large territory on the side, as well as reducing Black's moyo. As a result, Black has clearly suffered a loss. (If Black changed 22 to cut at 28, White would play atari at 30. Black extends, White 25, Black 26, and White connects at 22. Black does not gain much, so this is also bad for Black.)

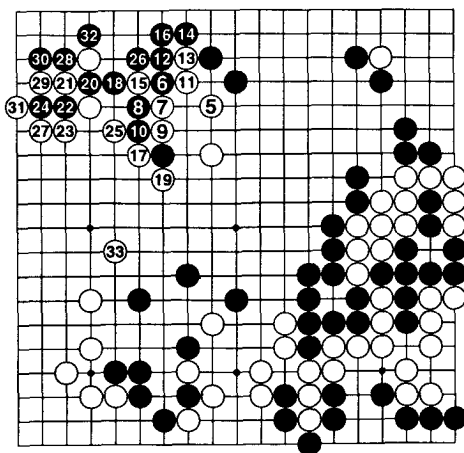


Diagram 3

Diagram 4: When White plays tobi at 5, a Black peep at 6 here is severe. Now on the move White cannot get the same shape as the previous diagram no matter what. If White connects with 7, sealing with Black 8 is severe. Although we cannot say for certain whether White can make life on the inside, in the final analysis he is fighting in Black's sphere of influence. This looks grim for White.

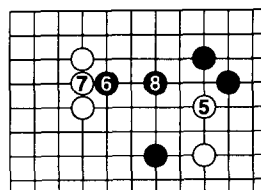


Diagram 4

Diagram 5: The most correct way to play is to first hane at 5, then extend, leaving some aji in the corner, and finally play ogeima at 9. At this point, if Black crawls at 22, White plays kosumi at 11, and Black has no way to attack White. White will get to play either 11 or 13, so if Black wants to separate White, he has to play tsuke at 10. Playing this way, Black's aji on the inside is extremely bad. Both sides continue to 22. White can use *a* and *b* and other points to make life on the inside or start a

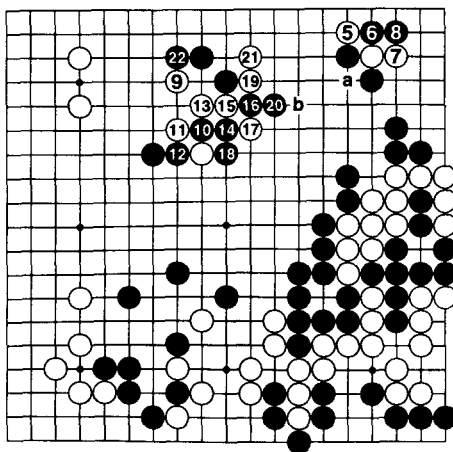


Diagram 5

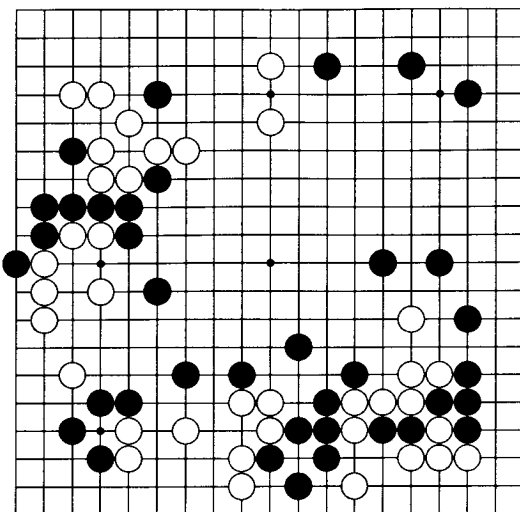
semeai with the three Black stones. We probably cannot calculate all the ensuing variations even given several hours. During the game, if both sides are not willing to give in, we just must rely on the actual play to resolve it. In this sort of situation, the player is hard pressed to judge which side has the advantage. In this game, with neither side having complete confidence, White is virtually forced to play this way. He has no other way out. Perhaps Black still has some room for choice when he plays 10, maybe to avoid this direct confrontation. No matter what, as far as White is concerned, he only has one way to go, gambling the outcome on finding some opportunity in the complications.

Conclusion: To turn a complicated position into a winning position, the cap at Black 4 was the key to success in using the stratagem “remove the ladder after the enemy goes upstairs”. This move lured the opponent to “go upstairs” by stepping on the “ladder”. After the opponent “went upstairs”, the “ladder” was taken away, and only then could the opponent be placed on “death row”.

If we play steadily like in Diagram 1, without first setting out the ladder, then the opponent will not, and also cannot “go upstairs”. Then we will not have a clear road to victory.

The Twenty-ninth Stratagem: Put Fake Blossoms on the Tree

The meaning of this stratagem is: this tree originally did not have any blossoms on it. We paste some cut ribbons on it, and if you don't look closely, you won't notice [that they are not real blossoms]. In the same manner we can make lifelike figures. The general idea for applying this to Go is: If we want to build on a grand scale, although we have some internal defects, we can first suppress the opponent with an imposing manner, making it difficult for him to move, and difficult to discern real from fake.



Basic Figure

Basic Figure: Taken from the 1985 China-Japan SuperGo Tournament. At this point, White already has a lot of territory. He also does not have any isolated groups. All of Black's potential for development is in the big moyo on the right side. Where is the focal point for Black's next move? **Diagram 1:** Although Black's tsuke-hiki at 1 and 3 is very big, it is not so urgent. White 4 strikes into Black's important camp, making life for one group inside. The equality in territory is destroyed. When Black cuts at 13, White plays atari at 14 and kake-tsugi at 16. Black does not have an

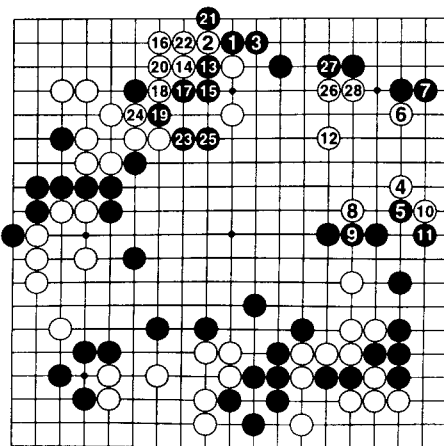


Diagram 1

especially large amount of profit. He has cut off two White stones, but he has fallen into gote. White makes shape with 26 and 28, and White has an over-all advantage.

Diagram 2: Black's priority is to manage his own moyo. He can use the territory in his moyo to fight for equality against White's several groups. The general direction of Black 1 is correct, but it is a little bit of an overplay. It surrounds a little too much territory. White invades with 2 and so on, playing shinogi inside Black's territory. Due to some thin aji at *a*, *b*, and other places in his own formation, Black doesn't have any assurance of doing away with the White stones.

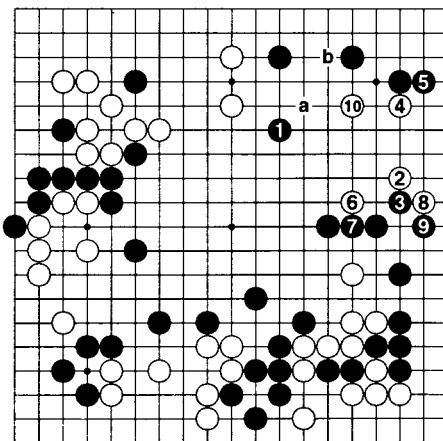


Diagram 2

Now it is certain that Black must protect the territory in his right-side moyo. But when enclosing territory he must pay attention: if he encloses too much, White will feel his own territory is insufficient and thus invade and fight a big battle for the whole game. Black has no confidence in the outcome. But if he is too submissive, White doesn't need to invade in order to win. So we still need to pay attention to the positioning of our move.

Figure 1 - Actual Game Continuation: Ogeima at Black 1, surrounding some territory, is the best play on the board. If he can hold this line, at least his position won't be bad. If White wants to play inside, Black has considerably better chances attacking White by just retreating one line. Of course, we cannot say that there are no plays to be made on the inside; but, if there are some plays made, Black should build up his position on a large scale. He can intimidate his opponent with this imposing manner. At the moment, neither side can quite figure out what tactics might be played inside. This is the stratagem "put fake blossoms on the tree".

White was overwhelmed by Black's imposing manner. For the moment, he did not dare make a move. He decided to begin by attacking Black's

weak spots. Black made his corner safe with hane-tsugi of 3 and 5. White 6 could not be omitted; otherwise after Black played at 6 there would be the possibility of a hasami on the second line. White's big group would then be in danger. Black 7 was a strong move, developing the moyo on the right to the maximum limit.

White tried to get his head in, but Black 9 steadfastly held him back. This way, White could only make his

mark inside Black's territory. The tsuke of White 10 is an often-used tactic. When White hane'd at 14 and then made kake-tsugi with 16, Black 17 was oki tesuji! If White had played osae at 19, Black would have connected back at 18, and White would be dead. Due to this, White only had the osae of 18, after which Black's magari at 19 killed the corner. (As to the clever use of Black 17, we will provide further comments in later variations.)

Diagram 3: When Black surrounds his territory, if White does not invade but rather simply plays on the outside at 6, 10, and 12 to take profit, then keima at 14, the overall situation is: Black has about 60 points in the group on the right, at least seven points in the lower left corner. Add to that three points for making the kosumi at 15 in sente, and altogether he can be certain

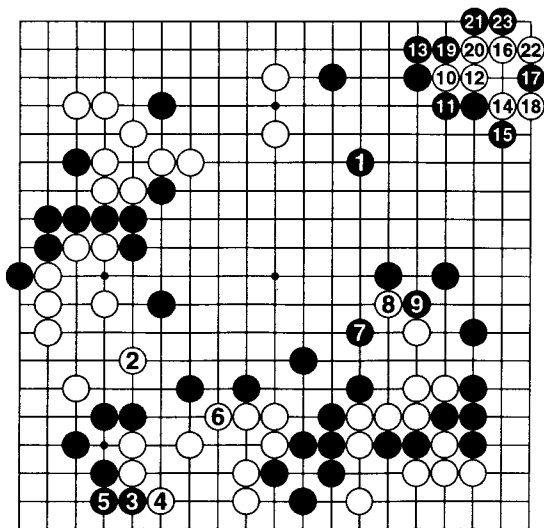


Figure 1 (1-23)

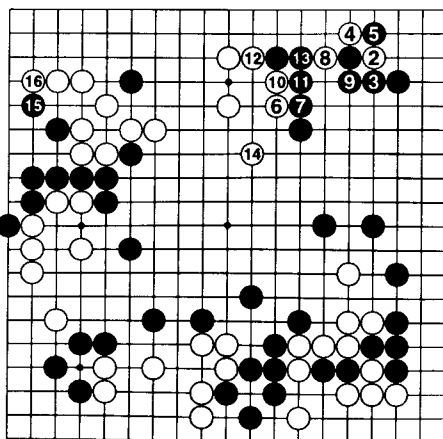


Diagram 3

of 70 points. White's group on the upper side is about 45 points, the lower right 13 points, and about 15 points on the left because Black will have trouble making yose plays there. Altogether 63 points. That is to say, Black only needs to play one reinforcing move in the center, and even if he makes no territory there, he can still win by a small margin.

Diagram 4: The beauty of playing Black 17 as in the actual game at 21 is: if Black 17 is played as the simple magari, White's cut at 18 is opportune. Now Black can only play hiki at 19. After the exchange of these two moves, the aji in Black's territory is extremely bad. White plays guzumi at 20, then sets his shape in sente with 22 and 24. Then he starts up below. The warikomi at 28 and extension at 30 are related. The guru-gurumawashi tactics of 32 and 34 are followed

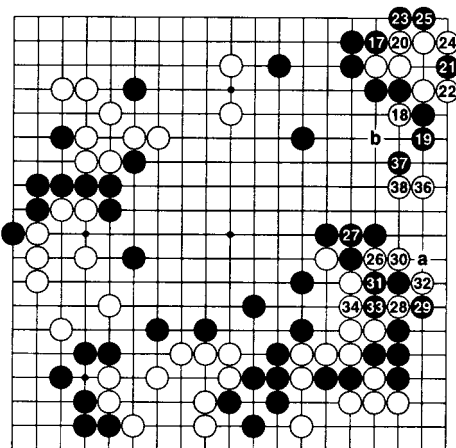


Diagram 4 ㊦ at ㊤

by tesuji at 36 to gain liberties. After pressing at 38, Black cannot make good both of the defects *a* and *b*. This is fraught with grim possibilities for killing Black.

Figure 2 - Actual Game Continuation: The invasion of White 24 was sente. Black had no choice but to reinforce at 25. If White had played 24 as the cut at 28, Black could play atari at 29, and White could not possibly make life inside Black's sphere of influence. The shallow invasion at 26 secretly eyed Black's weaknesses on the side. Cutting at Black 27 with atari greatly increased his thickness. White did not dare make another move without careful thought. With 30, White turned to attack Black's group on the left side. He took this chance to await an opportunity to run out from the right. But the kosumi of White 34 was an overplay. White originally thought he would continue threatening Black, but in the end he wound up in gote here. White 34 should have been played as ikken tobi at 61. In this case after the exchange of Black *a*, he could *then* play at 34. That way he could probably still fight it out. But in the game, Black played tobi at 35 ruining White's shape. This forced White to pin all his

hopes on attacking the Black group on the left. White played keima at 36 to seal in Black. Black took sente with the cross-cut of 37 and 39, planning to play next at 53. White had no choice but to play 40. Black made good his connection by playing 41 and 43, allowing White to capture one stone. After the de of White 44, 46 “whips up” the ko at 37. Warikomi at 47 was

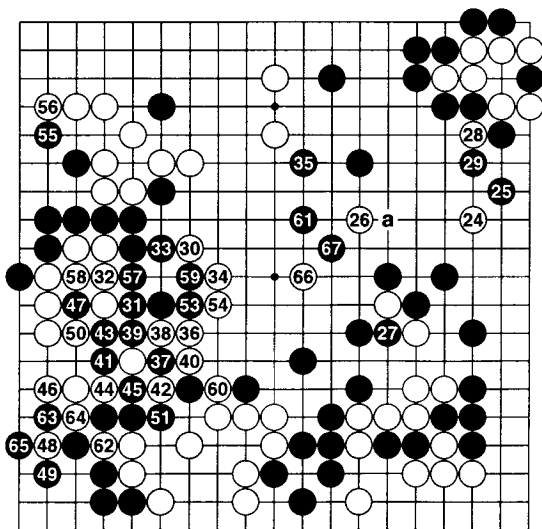


Figure 2 (24-67) 52 at 57

tesuji. If White answered at 58, he would put himself in danger, and Black could relax and capture the ko. Helplessly, White could only play atari at 50. After the exchanges with 51 and 53, he made life with the kosumi of 55, and moreover he took sente to reinforce his center at 61. (See Diagram 5 for the variation if White 56 was tenuki.) Black was successful on a grand scale. His victory was clearly assured.

Diagram 5: If White played tenuki on move 56, Black could tobi at 57, making an eye. When White plays de at 58 and tobi at 60, it would be best for Black to first play de at 61. If White blocks, Black can get away with magari at 66. Now White retreats at 62, and Black plays degiri at 63 and 65. The single stone  luckily comes into play here. Continuing the variation to 77, White loses the semeai by one liberty.

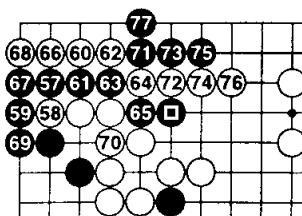


Diagram 5

Conclusion: The main idea behind the stratagem “put fake blossoms on the tree” is to build on a huge scale. First, build on a large scale, then even if there are some weak spots, they are not easy to detect. We confuse fake and real, feinting then attacking, eventually getting a good result. In this game, this stratagem is just what Black used.

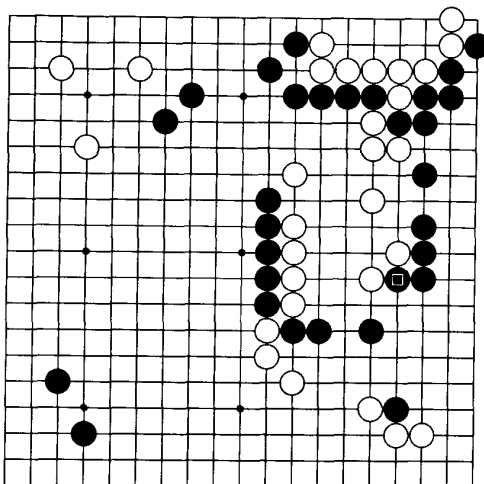
The Thirtieth Stratagem: The Guest Plays the Host

From the words themselves, the stratagem “the guest plays the host” can be explained: the host does not treat his guest well, but rather is treated well by the guest. A simple explanation is changing from passive to active. The meaning is the same in Go: use some tactics to change a passive position into an active position.

Basic Figure: Taken from the 1983 National Go Team Tournament. Overall the game appears to be in Black's favor,

because Black's stones are on the outside, and White is surrounded and not yet safe. But in this optimistic situation, Black pressed at , giving White an opportunity. White now must grab this fleeting opportunity to change his outlook in this passive position.

Diagram 1: Connecting at White 1 is the most ordinary way of playing. Black takes sente to extend on the lower side to 2. White most likely needs to answer at 3. Black takes a little profit in sente at 4, then again takes the oba on the left side. This way Black has broad prospects all over the board, complementing his thick wall in the center for fighting. In the future he also has the tsuke at *a*, White plays osae at *b*, Black threatens the center with *c*, and many other ideas. Black clearly holds the active position.



Basic Figure

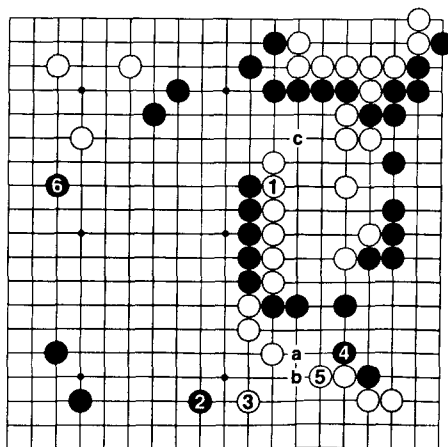


Diagram 1

Figure 1 - Actual Game Continuation:

With ordinary play, you let Black have sente everywhere he plays, and this is obviously not in White's best interest. Now if White wants to turn around this passive position, he needs to make positive plays. First, White must find some way to take sente, even if it means incurring a little loss. Gaining sente is a precious thing.

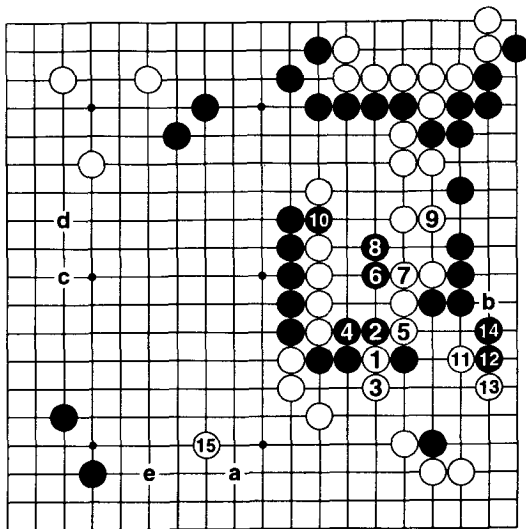


Figure 1 (1-15)

Warikomi at White 1 was a tough play. Now he had an active position. This was the moment of truth for the stratagem "the guest plays the host"! Atari at Black 2 neatly snared four White stones, and Black became extraordinarily thick on the outside. He gained a good bit of profit, but from the standpoint of the whole board, he fell into White's plot. After White's keima at 11, there remained the two oba on the left side and the lower side. Black could not take them both, as in Diagram 1. If Black played at *a*, White could play kosumi at 14, taking a huge amount of profit in sente. Black could only block at *b*, and White could extend on the side at *c*. White would have the lead in territory. Moreover, Black cannot make much use of his thickness in the center. In the actual continuation, the tsuke-hiki of Black 12 and 14 took a very large amount of territory. But White was able to make a big extension to 15 on the lower side. After this, Black could extend to *d*, and White could play keima at *e* completing a big block of territory on the lower side. White would still be active overall.

Diagram 2: From the actual game continuation we can see that Black's downfall was in capturing the four White stones in the center. Although those four stones were important, in the final analysis their actual worth was just four stones. (This was Black's mistake in judgment.) Black's correct play is atari from the other direction. You can see that the ensuing

variation is the inevitable continuation for both sides. In the course of action, the cut at 10, sacrificing one stone, is a commonly-used tactic. After this fight, all White gains is not having to play another reinforcing move in the center (the connection at *a* is sente). He only needs to expend all his energy on his few stones on the outside. (Because he is relatively light on the outside, he can still sacrifice a little more if necessary.) On the other hand, from Black's standpoint he can still use his central thickness to attack White. This way, it is hard to say who will win the game.

Diagram 3: In the Basic Figure  is chasing maximum effectiveness a little too far, giving White a chance to turn around his passive game. Black's correct approach is to change this to play the steady tsuki-atari at 1. That way, the kosumi at White 2 is better than the direct connection. But, from the standpoint of the whole board, this is not the main problem. Black takes sente to extend at 3 and 5. No one can deny that Black has the initiative here.

Conclusion: The meaning of this stratagem is to turn the tables, to change a passive position into an active one. In Go, one cannot make such a change at will. You must use some strategy. Most of the time, you must intentionally set up an "opportunity" for your opponent to fall into. In Figure 1, when White played warikomi at 1 he had fashioned a plan where his opponent could capture four stones. This variation where he sacrifices stones to take sente is the key factor in being able to turn the tables on Black, with "the guest plays the host".

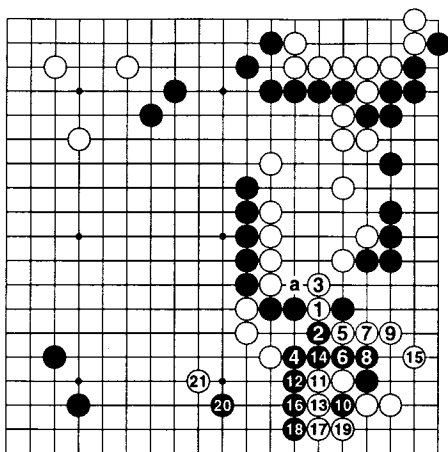


Diagram 2

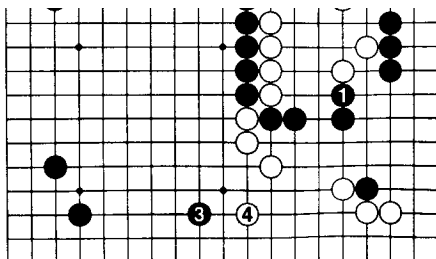


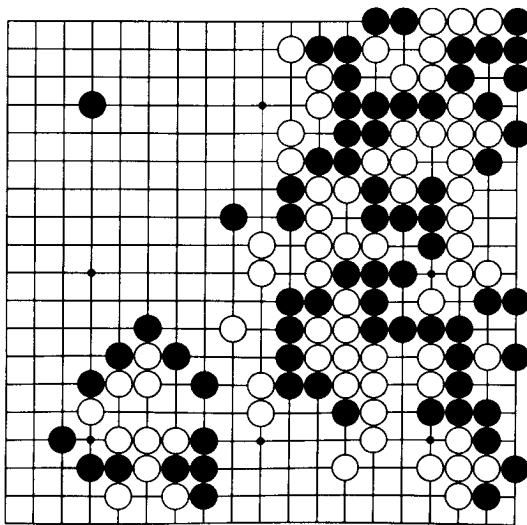
Diagram 3

The Sixth set: Stratagems When Losing

The Thirty-first Stratagem: The Beauty Trap

When an army is strong in numbers and its generals are intelligent, you cannot go to war against it. The situation demands that you temporarily yield to your enemy. There are many ways to yield to your enemy - but using a beautiful woman to wait upon him, weakening his will to fight, is the most brilliant.

This is a more difficult stratagem to apply to Go. It seems we can explain it this way: when a situation develops in a game where it is clearly disadvantageous to fight to the bitter end, the situation demands that we give way a little. Among all types of profit, letting him capture some stones has the greatest ability to lure him. Let the opponent feel happy and carefree about capturing, and the opponent will not believe



Basic Figure

it is a "trap". Naturally in later fighting he will still be immersed in the rapture of capturing some stones and the strong awareness of an advantage. This will affect his normal judgment. Out of nowhere, he will have already fallen into the "trap".

Basic Figure: Taken from a certain domestic invitational tournament. The current position is very confused. But one look around reveals that Black's shape is all broken up and isolated. It looks like he has dead stones everywhere. His disadvantage is almost obvious. But now it is Black's play. He can still make a big issue out of this situation.

First let's study the life-and-death situation for the big Black group on the right side.

Diagram 1: When White ataris at 1, under normal conditions Black should play guzumi at 3. After White 2, Black connects at 5, fighting for his life in a seki shape. But that way, after White has 2 in place, there are six Black stones about to be captured, and that has too great an influence on the outside fight. Black cannot consider this sort of submissive life. Fortunately, White's opportune moment has not yet arrived, so Black can stubbornly play 2 first, starting a ko fight. Here, Black is very elastic. Even if Black plays tenuki with 6, after White connects at 7 Black is still not dead. With Black 8, he can sacrifice the big group above and use the ko threats at *a* and *b*. Just imagine that all of Black's stones on the upper side are captured. He still can get some use out of *c*. Furthermore, when White tries to kill Black, Black can make quite a few consecutive moves on the outside. Due to this, White cannot yet throw out a move to attack Black.

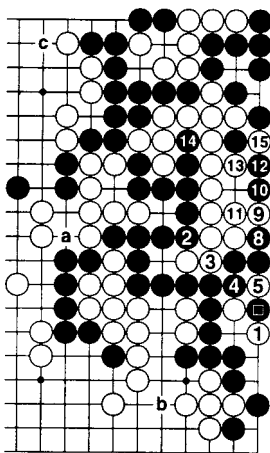


Diagram 1
⑥ tenuki, ⑦ at ㊦

Diagram 2: The situation in the center is critical. Black has to do something. Tsuke at Black 1 is the only way to save a few stones, but this is not a good way to play. White plays de at 2 and extends to 4, letting Black connect back. Then he cuts at 6. White is extremely thick. All Black manages to do is save a few stones.

When White plays osae at 12, the outside becomes White's world. This is clearly not good for Black. This is the way for Black to lose.

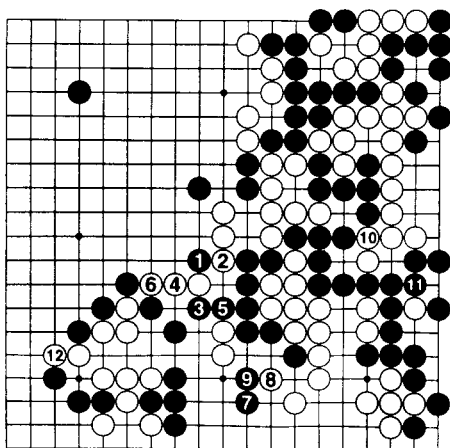


Diagram 2

For positions in which you are currently at a disadvantage, it is hard to turn around the situation with ordinary play.

Figure 1 - Actual Game Continuation: Black considered that Diagram 2 was the only way to save the stones in the center, but that way of playing was not satisfactory. So he had to think about some other route. With the kosumi of Black 1 he first killed his own stones, allowing the opponent to capture them. This sort of gift is what we mean by „the beauty trap“. White could not see any reason *not* to capture these stones. Since White did not see any secret plots hidden by the stones Black was giving him, he commenced capturing them with hane at 4. If Black had played 5 at 6, the result would not have been good (see Diagram 3), so he chose to sacrifice the Black stones on the lower side completely, on a large scale. The sequence of Black 5 and so on really startled White. White could not understand how so many stones could be sacrificed. Actually the “large area” sacrifice here was a little too big of a loss.

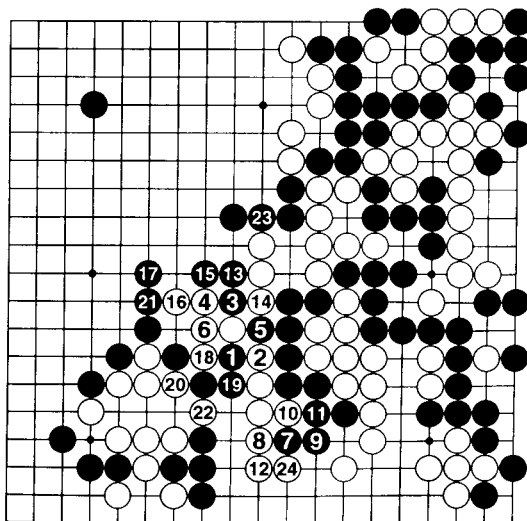


Figure 1 (1-24)

Figure 2 - Actual Game Continuation:

In truth, Black also has made some gains. Black *a* and *b*, reducing liberties from the outside, are sente. He is very thick on the outside. Also, with *c*, out of nowhere he can make the big group unconditionally alive in sente. Maybe the current position is slightly in White's favor, but White cannot relax even a little. He must establish a group inside of Black's big camp. So White has the advantage

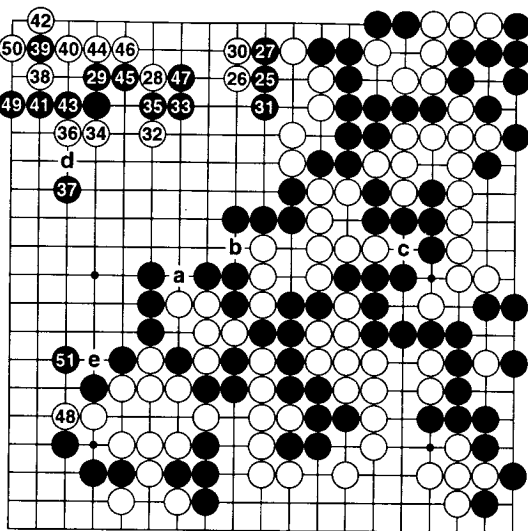


Figure 2 (25-51)

because in the final analysis it is easier to make life on the inside than to capture the stones. The key is what degree of life is being made.

Black 25 should have been played at 47 or somewhere around 33 to be safe. But considering playing that way, White did not have any room for choice. He could only play kakari at *d*. At the moment, Black did not know how to attack so he played a weak move to give his opponent many different choices, as a means of confusing him. At the same time, he instilled a kind of relaxed attitude in the opponent. This tactic also belongs to "the beauty trap" stratagem.

Tsuke at White 26 was shinogi. Black answered everything in a very standard way. White was completely under the spell of the idea of a superior position. When Black peeped at 33, White did not want to take any risks, so he sought to change direction. This was the first slack move in the game. If this move were changed to connect at 35, there was about a seventy per cent chance of making life. There was no serious danger. White played sagari at 36 and keima into the corner with 38, and White still had the advantage. The second slack move was hane at 40 to make life in the corner. If this move were played as tsuke above 37 the probability of making life was likely high, but it was already not as high as it would have been if he had connected at 35 with his move 34. From

41 to 47 was probably inevitable. White made life in sente, and still had the advantage.

The last slack move was 48. Playing this move as double atari at e was bigger. Even if he wanted to block this way, he should have hane at 49 first, a difference of two points. In the game, Black played sagari at 49 in sente and then protected his territory with 51. The position had become extremely close. From the point where he captured the Black stones on the lower side, White was caught up in a superior air. Because of this, he played softer and softer, until at the end he lost.

Diagram 3: If Black played atari from the outside, his loss would be much smaller. But Black would not be able to gain all the profit he gained after incurring the loss. Connecting at Black 7 fails. White contains him tightly with 8. In the variation from Black 9 to White 24, Black loses the semeai due to a shortage of liberties. He also cannot seal in White, so Black is defeated.

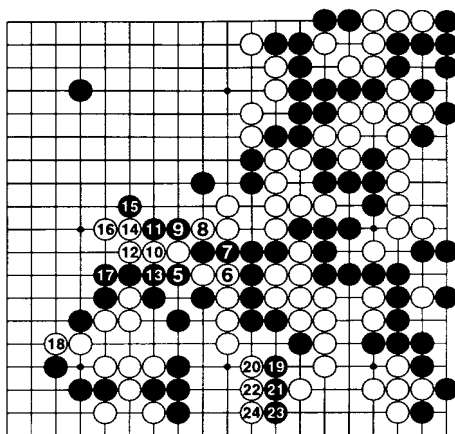


Diagram 3

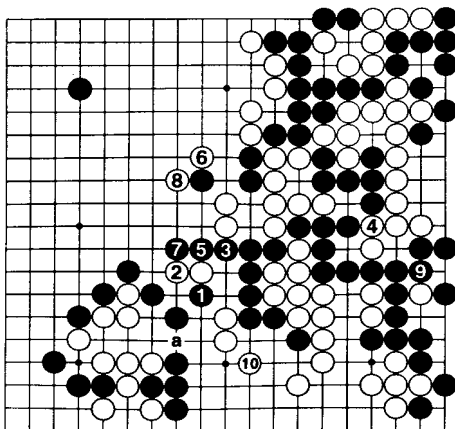


Diagram 4

Diagram 4: When Black played kosumi at 1, White actually had a way to avoid Black's deployment of "the beauty trap". White 2 is the urgent point for shape. Black 3 is the guzumi tesuji! White cannot rescue his two stones. But taking the move with 4 is resourceful. Black can only push out at 5, and White captures two stones with 6. Black cannot connect with

these two stones, as if he does, White will hane at 8 and Black will be in trouble. Therefore, Black had best play 7 and 9. After White wataris at 10, he is eyeing the cutting point at a. If we continue this way, the whole game favors White. This Diagram probably is a little more advantageous than the actual game continuation. But, when you are able to capture so many of your opponent's stones, the majority of Go players would find it hard to choose this diagram and give up the opportunity.

Conclusion: In a complicated, disadvantageous position, Black deployed "the beauty trap". He audaciously presented his entire lower side to his opponent. After the opponent captured this big piece, he developed unrealistic judgment, grossly overestimating his advantage. Under the sway of this sort of state of mind, he repeatedly played slack moves that bore no relation to the position. After a few campaign circuits, Black brilliantly won the victory.

In the situation in this game, if Black had not used "the beauty trap" strategy to confuse his opponent's normal train of thought, it would have been very difficult for him to have won in the end.

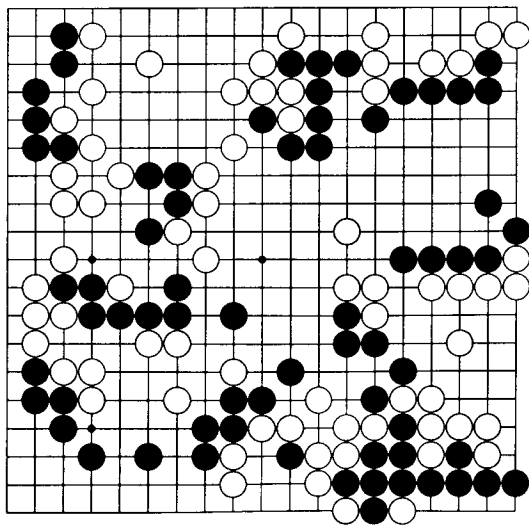
The Thirty-second Stratagem: The Empty Fort Ploy

„One who has nothing shows that he has nothing, arousing deep suspicion. When the weak meets the strong, it seems all the more strange.” [Original text of the 32nd Stratagem in 36 *Ji*]

The meaning is: If you have nothing, so be it. That is all the more difficult for people to fathom. In attack and defense, if you use no tactics to conceal your weakness, you benefit from an appearance of surprise tactics.

In Go, the employment and intentions of your plays are relatively evident. It's a little difficult to use false appearances to confuse your opponent. But sometimes a situation develops where one side can only have a slim chance of survival *by not* using false appearances to hoodwink his opponent. This is where you can only use “the empty fort ploy”.

Basic Figure: Taken from the First NEC China-Japan SuperGo Tournament. At this point, the sides and corners are basically settled. Other than Black's thin aji in the center, there aren't any life-and-death problems anywhere on the board. But it is just that thin aji in the center that is bothering Black. If he makes the usual reinforcing move, then White gets to make the first play in yose. This is a very important point in the game.



Basic Figure

Diagram 1: The kosumi of Black 1 is a basic play. White 2 is the hasami tesuji! Black 3 is the stiffest resistance. White first plays atari at 4 then connects back with kosumi at 6. (Note that he cannot play hiki at 8. If so, then he would meet with a Black tsuke at *a*, starting a counter-attack, and his three stones would be captured.) If Black 7 were played as atari at 8, then White would atari at 7 then make kaketsugi with 11, not good for Black. From 12 on, setting shape, then from hane at

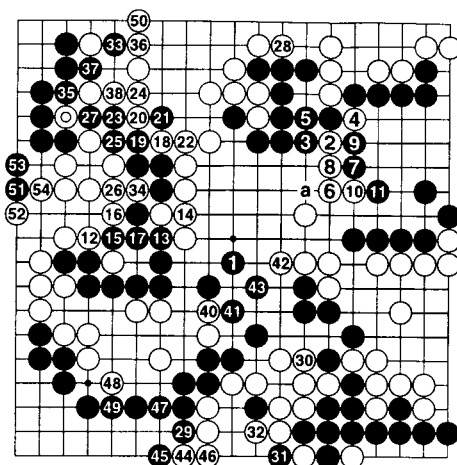


Diagram 1 39 at ⊙

18 through 27 is all played in sente - this is White's ideal case. Black probably has no choice. 28 and 29 are worth about the same, so they are miai in yose. So White would choose to watari, leaving good aji. Hasami at 33 is the biggest play. After this, in the continuation for both sides to White 50 there are no big differences in the yose plays. On the board, Black is ahead by only three or four points. It is hard for him to avoid a loss.

Seeing the variation in Diagram 1, Black [knew] that the usual, steady continuation would clearly lead to a loss. He had to use some strategy to make a contest out of the game. Thus he took up "the empty fort ploy", ignoring the thin aji in the center, taking the first yose move.

Figure 1 - Actual Game Continuation: First surrounding territory with Black 1 and 3, ignoring the weakness in the center, shows a fighting attitude. This sort of tactic is the quintessence of "the empty fort ploy". The tsuke of White 4, cutting Black apart, was severe! Fighting in this region, Black certainly was teetering between success and disaster; but, the best he could do was put up stubborn resistance by hard-headed plays: tsuki-atari at 5 and atari at 7. At this point, White developed in his mind the idea that he did not want to expose himself to any risks, so he played hane at the head of two stones, losing an opportunity. After Black captured one stone with 9, complications set in. Actually, at this point White 10 could have been played as wari-komi at *a*, splitting Black's stones. But,

that riskavoiding attitude stopped White from doing it, and he played magari at 10. This move was an extremely large yose play. If Black played osae at 26, then a White de at 22 would become sente, and with warikomi at *a* he could simply kill Black. If Black did not block but simply connected in the center, White would only need to extend at 26, and Black would have a losing position. Unexpectedly, Black played tsuke at 13,

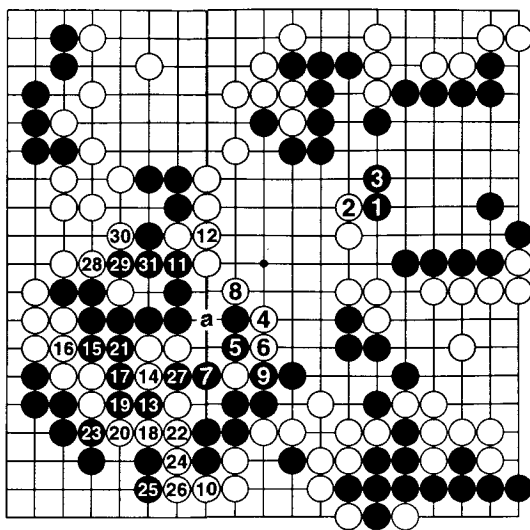


Figure 1 (1-31)

stubbornly commencing a counterattack. White started to lose his cool. 14 should have been played at 17, submissively turning.

White would still have a slight advantage. Following the diagram, Black 15 and 17 were both good. If White 18 were changed to atari at 19 followed by capturing at 21, Black could cut off one stone with 27, connecting in the bargain. In this sort of situation, one cannot stand a loss of three points. From 18 to 27 became furi-kawari. Black gained a lot of profit by capturing three White stones, and got out of danger. After this, with both sides playing a normal continuation, Black could win by a small margin.

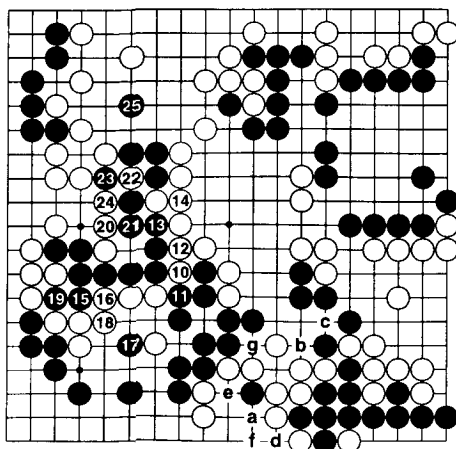


Diagram 2

Diagram 2: The reason White did not dare cut with warikomi was because he saw that the semeai led to ko. White's extension at 20 and throw-in at 22 are a perfect procedure for reducing liberties. After the

tobi at 25, White cannot further reduce Black's liberties. For the ko, Black has four ko threats as indicated by *a* through *g* on the side, whereas White is hard pressed to find a single threat anywhere. White reckoned this result was unsatisfactory, but actually along the way there were other variations –

Diagram 3: When Black threatened to cut with 15, rather than reducing liberties with 16, the urgent point for White is the nobi here, waiting for Black to cut, after which White no longer needs to fight the ko. Instead, he can reduce liberties from the other end with 20 and 22, and on through to 32, Black loses the semeai by one liberty. This variation was probably overlooked by White during the game.

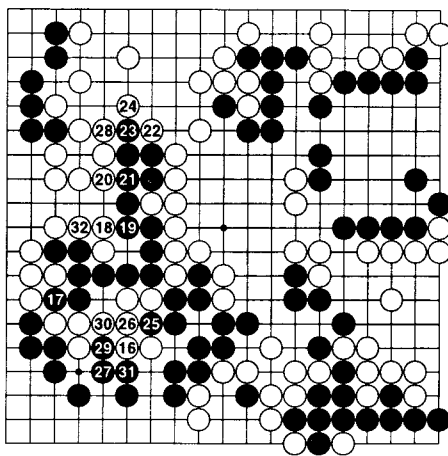


Diagram 3

Diagram 4: When White hane at 8 in the actual game, if he had made a calm assessment of the situation, there was one other way that could work.

Nobi at White 8 threatens to cut off Black's stones on the next move at *a*. Black must defend at 9. White connects at 10 and then plays 12 as nobi, forming a big furi-kawari. Maybe it doesn't look like White comes out ahead in this exchange, but White can do without a play at *b*, taking sente to make a yose play at 16. Black's hasami at 17 is biggest. Now there aren't any big plays left on the board, so connecting at 18 in gote is correct. After this, a normal continuation for both sides gives Black at most one or two points margin on the board [Black loses due to komi].

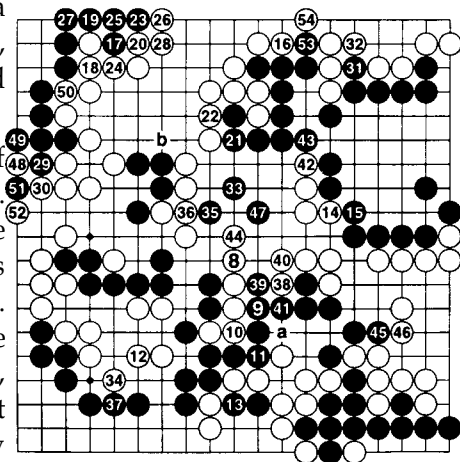


Diagram 4

Conclusion: When a normal continuation is clearly unsatisfactory, the situation demands we use some false appearances to confuse the opponent. Then the opponent would always have an impression that he stood better, and would be reluctant to take any risks.

In the game, Black ignored his thin aji in the center, taking real profit instead, using “the empty fort ploy” to confuse his opponent. The opponent became suspicious of everything, and did not dare play boldly. Under the sway of his impression of superiority, White wanted to avoid a fight, seeking stability. Black exploited this little chink to brilliantly extricate himself from his difficulties.

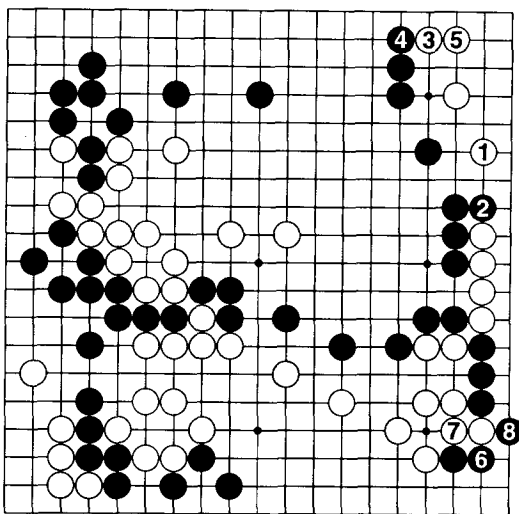
Black's use of “the empty fort ploy” was the only way he could turn around the unfavorable situation in this game.

The Thirty-third Stratagem: Counter-Espionage

We can gain victory without incurring even the slightest loss by putting a second layer of deceptive maneuvers on top of our deceptive maneuvers, and by using the enemy as our agent in his own camp. A straight explanation of this stratagem is: the spy's mission is to build mutual suspicion in the enemy camp. Then counter-espionage is to use the enemy's plot (to sow discord in our camp) to sow discord among the enemy.

Applied to Go, we can explain it as: Just when we figure out where our opponent is planning a surprise attack, we pretend we don't know anything about it. We secretly prepare a trap and wait for him to work his way into it.

Basic Figure: Selected from the 1982 First "Summer Holiday Mountain Villa Cup" Tournament. At the moment it is extremely difficult to say who has the lead, but we can see that Black is eyeing the cutting point at 7. Normally, White should exchange crawling one more move at 2 with a Black *osae*, but that would restrict movement in the corner. So White used this stratagem by first making life in the corner, waiting for Black to play 6 and 8.



Basic Figure (1-8)

White prepared a trap for this situation. So see the following variations to find what sort of trap White had ready.

But first, let us analyze a few variations for the situation in the lower right corner.

Diagram 1: If White wants to capture Black, then the throw-in at 9 followed by sagari at 11 are the strongest plays to reduce liberties. But Black has an excellent way to extend his liberties by hane at 12 and kake-tsugi

at 14. White kills the corner with 15. Now there are a lot of ways for Black to continue. Black could change 18 to hane at 25, making ko. In the continuation in this diagram, after 28 it has become seki. The seki leaves Black with 6 points more than White, netting one point after komi. White certainly would not have enough territory on the board.

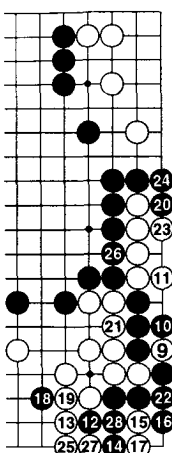


Diagram 1

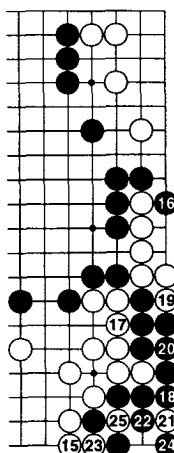


Diagram 2

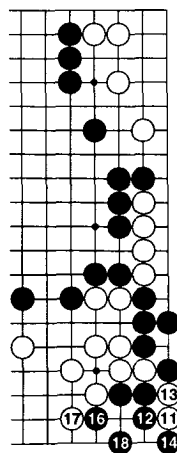


Diagram 3

⑮ at ⑬

Diagram 2: In the previous diagram if White 15 is changed to the sagari here, a ko fight develops. Black would hane at 16 to reduce liberties. Now to make seki, play would be about the same as the last diagram, so White changes to reducing liberties. Tsuke at 21 is tesuji. If White changed here to play at 22, Black would play magari at 21 and capture White unconditionally. After Black 22 and 24, White captures the ko at 25, and it becomes a two-stage ko. At this point, even if Black tenukis, White cannot resolve the ko on the next move. White has already suffered by letting a ko form inside his own territory, so what a shame that the ko also favors Black. White cannot even think about this result.

Diagram 3: After the throw-in, if White changed 11 to this oki, Black would simply play osae at 12, and White would not be able to take away his liberties. Now White can continue making throw-ins at 13 and 15. Black can take the move to hane at 16 and make kake-tsugi with 18, bringing the corner to life. With a prelude of making life in the corner, there is still a ko to be fought. White is obviously bad here.

Now let's take a look at the trap White set in the actual game, as well as how Black walked into it.

Figure 1 - Actual Game Continuation: White's hane-tsugi of 9 and 11

was a really ordinary way to play. It looked very run-of-the-mill. Precisely because of this, it was easy to lead Black right into the trap, which he had not yet discovered. Seeing White's plays, Black simply connected at 12, thinking that if he wanted seki he had succeeded. Actually this was not so. Black had already stepped squarely into White's trap. White 13 to 19 were big yose plays.

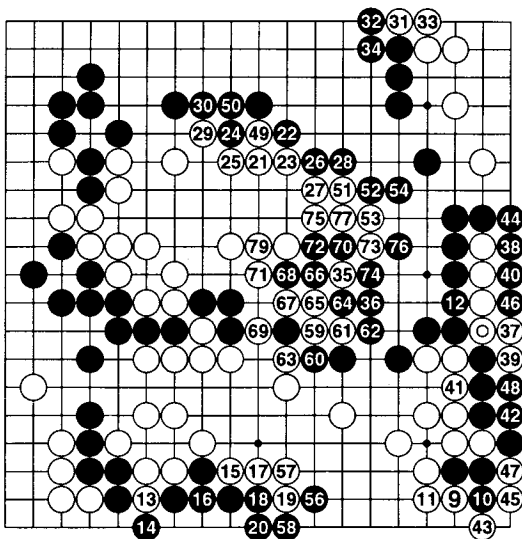


Figure 1 (9-79)

55 at ○, 78 at ●

Black was now influenced by a perception that he stood better, so he played 20

to make certain of an eye. Later he could wait for an opportunity to play hasami to enter White's territory. White again settled his shape on the upper side with 21 and so forth. Black played very conservatively with 22 to 26, figuring that playing this way would assure his victory. Unexpectedly, White played brilliantly from 37 on! Inside he made the "inverted slipper" shape. This result was a far cry from the seki that Black expected. Suddenly the game had changed from a win for Black to a win for White.

Diagram 4: After 12 in Figure 1, Black expected that White could only make seki as in this diagram. Inside, Black would have five points, and could win the game. If White played hane at 20 to capture three Black stones, then his four stones on the side would be captured, which also favors Black.

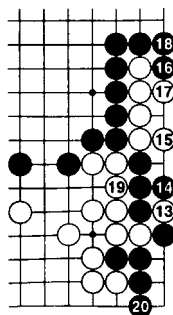


Diagram 4

Diagram 5: Actually, this situation was not nearly as simple as Black thought. Black's correct play was hane on the first line. This way, White could play elsewhere for now, and later on throw in at 13. After Black captures with 14, White can get away with a ko by atari at 15. (When

White makes his throw-in, Black can also crawl at 15. That way, White should capture at *a*, and then Black *b*, still capturing four White stones.)

Diagram 6: After Black's hane, if White plays 13 as *osae*, Black can connect at 14. This variation is not good for White.

Starting out, Black could also consider changing 12 to connect at 14. That way, if White plays hane at 15 it becomes *seki*. During the game, he mainly thought about

his hopes of reducing White's liberties. Moreover, his greatest hope was to be able to connect at 18. This would be much better for the upper side. Plainly speaking, if Black had seen the "inverted slipper" tactic, then any other play would have been stronger than the actual game.

Diagram 7: If Black had cut instead of playing *hasami*, White would have nothing to fear. When Black captures at 14, White would first exchange a couple of moves with 15 and 17, then play *hiki* at 19. This way, the situation is that Black cannot save both the upper and lower groups. This variation is disadvantageous for Black. Under the conditions in the Basic Figure, if Black did nothing at all about the lower right corner, but rather worked on his *moyo* on the upper side, that would also be a strong continuation. But in the midst of the game, how could he have any reason *not* to play as he did?

Conclusion: In the situation in this game, if a normal continuation had been followed, the result would have been a long game with Black standing slightly better. To counter this, White used "counterespionage" to fashion a clever trap. Moreover, he succeeded, and quickly made his way to victory.

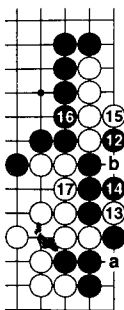


Diagram 5

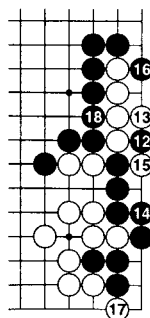


Diagram 6

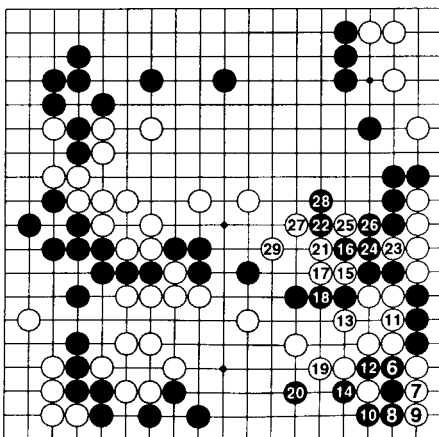
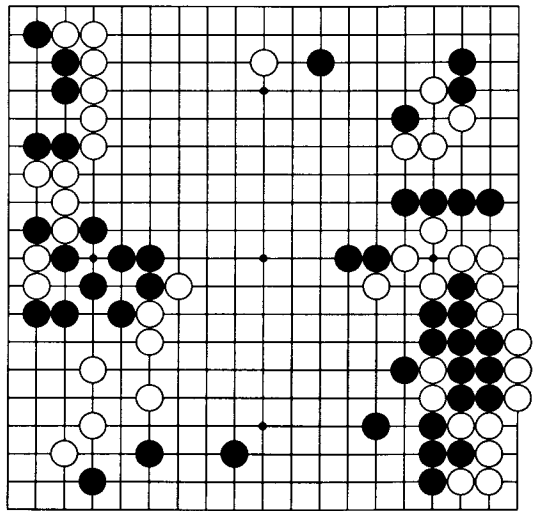


Diagram 7

The Thirty-fourth Stratagem: The Self-injury Ploy

People don't injure themselves. Injuries are inevitably real. So pretend is confused with reality. The meaning of this stratagem is: Intentionally wound yourself to gain the trust of someone else. We can explain this in application to Go as: if during a game a situation develops where it is not easy to use normal methods to put things in order, then you must intentionally make some sacrifices, or play some lax moves (for example, let some stones die and allow your opponent to make some territory, or play a few less effective moves, etc.) to facilitate putting the mess back in order. Then you can get on with the rest of the game.

Basic Figure: Taken from a domestic elimination tournament. The focal point of the game is now obviously in the vicinity of the upper right. How this region is handled will affect the outcome of the entire game. Without a doubt this is an unusually important campaign. Here White's four stones above and large group below are under attack. However, Black's shape is not very pretty, either. There is the feeling that this is a relatively difficult problem.



Basic Figure

Diagram 1: At first glance, it seems the situation favors Black, but actually it is not that simple. First let's analyze the situation: White has a total of about 40 points of territory on the left side, and on the right side, if he just makes life he gets at least 3 points, and possibly 8 points; so a total of about 45 points. If Black doesn't make any big gains on the right, he has about 15 points in the upper right corner. Even with more reinforcement,

the lower side is not more than 30 points. Add to that about 5 points on the left side, for a total of only 50 points. Therefore, we should say that unless there are some strong attacking chances for Black, the game is in White's favor.

The hiki of Black 1 lets White connect to his lone stone with 4, after which Black wataris with 5. This is the way to play in normal situations, but in this game this sort of play is disadvantageous. Black's territory has already been pressed down to the second line.

White presses at 6. He only needs to run his two groups out to gain the upper hand. Black 7 is the urgent point for shape, but it doesn't have much of an effect on White's lower group. When White hanes at 8, Black cannot omit 9, or else White would play at 9 to make an eye. Although pushing out with 10, 12 and 14 is rather submissive, it leaves Black with no way to attack White.

Diagram 2: The hasami of Black 1, simultaneously protecting the territory on the side and attacking White is the usual procedure, but here White has a tesuji at 2 that is not easy to spot! The idea behind this move is to wait for an opportunity to push through at *a*. With this defect, Black cannot lock White in. This move has another use that everyone will see later. The hane at Black 3, forcing the attack, is unreasonable. After White's hane at 4, Black cannot close in White. If he thinks he can use this situation to play 7 and 9 in sente and then kill White's lower

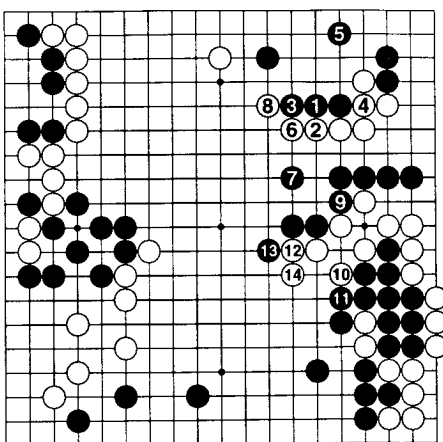


Diagram 1

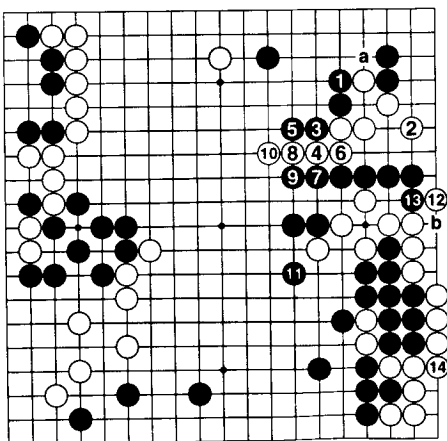


Diagram 2

group, that is taking the fast lane to destruction. Just when Black plays tobi at 11 to seal White in, White plays kosumi at 12 and connects at 14. If Black plays in the lower corner to ruin White's eyes, White can connect at *b* to make a second eye and live. This is the other clever use of White 2 we mentioned above.

From the above two diagrams you can see Black is already at a disadvantage. It would be difficult to turn around the situation playing as in a normal situation. You have to use unusual plays to confuse the opponent's normal train of thought, leading him to make a mistake in judgment.

Figure 1 - Actual Game Continuation:

Black played tobi on the second line at 1. Since it did not watari, it had no serious effect on White. Furthermore, if White plays osae, Black suffers a loss in yose. This irrelevant, "weird move" we call "the self-injury play". This strange move baffled White. White off-handedly played tobi at 2, figuring just about anything was not bad here. But actually this move required serious

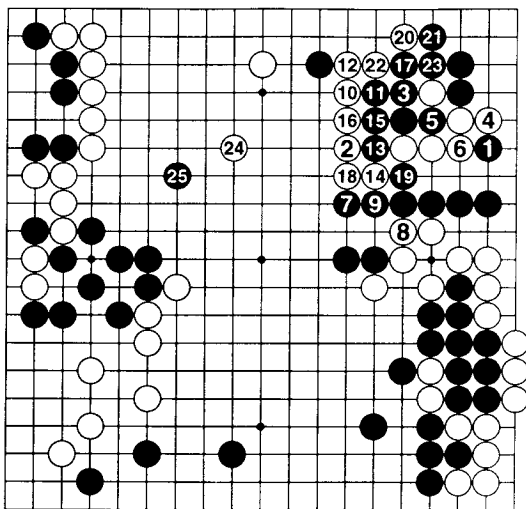


Figure 1 (1-25)

deliberation. After hasami at Black 3, the game became complicated, because in the final analysis the lower White group was not yet completely safe. The osae of White 4 was also doubtful. The correct move here was tobi at 10, after the exchange of a Black osae at 12, then he could consider playing at 4 or connecting with his other stones (it doesn't matter which he chooses, as they are both better than the actual continuation). Black captured one stone with sente at 5, then played tobi at 7 to make shape. This had quite an effect on White's big dragon below. White 8 was alert and resourceful! Black had no choice but to connect at 9. This way, White's lower group was temporarily out of danger. When White played tobi at 10, he originally thought that Black would play osae at 12 and

White would play tsuki-atari at 11. This was a simple way to make shape. But unexpectedly Black made horrible shape with tsuke at 11 to counter-attack, muddling [White's] forecast. Perhaps White 12 would have been better played as a connection at 13. Black's warikomi at 13 captured five White stones, making a large amount of profit. Also he became thick all over the board. White would yet have to worry about his big dragon, so he would not dare enter Black's territory on the lower side. The result of this exchange favored Black. When White staked out some territory with 24, Black made a shallow reducing move at 25. Overall, the original disadvantageous situation had been turned upside down.

Diagram 3: Hane at White 2 is tighter and more powerful than the actual game continuation. Black could not do anything else but run towards the side at 3. The variation from the hane at White 4 on down to 20 is probably inevitable. In this variation, White is already completely linked up and is shrinking Black's territory. Later he can play the osae at a. This result is to White's advantage. White should have played this way.

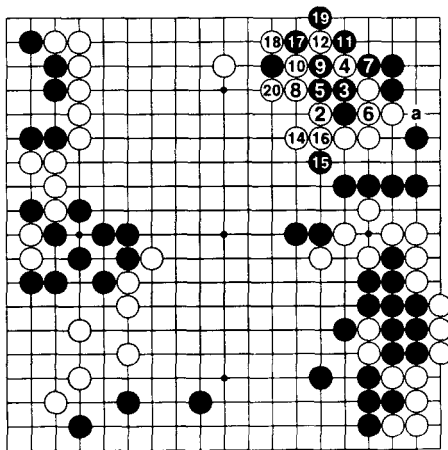


Diagram 3 ⑬ at ④

Diagram 4: Playing White 2 as here to go directly into a fight greatly complicates matters. Black has no other choice but to cut at 3; it is already difficult to back down. White's hane at 4 is the right sequence. Now Black cannot block at 23. (That way, White could play kake-tsugi at 18, and then Black would have to play ategiri at 5 to guard against sagari at 13. Then White would play atari at 7. Black would obviously be worse off.) Tobi at White 6 is correct play. Black presses at 7 and then plays de-giri at 9 to fight. This is even more complicated. When White plays magari at 12, Black had best go ahead and capture at 13. After atari at 14 and kosumi at 16, it becomes a semeai. When Black hanes at 23, making an eye at 24 is the correct play. (If he hanes at 25, then Black plays the oki at 24 and White runs out of liberties.) After the oki at 26, it becomes a semeai with ko. Although White is a little

lighter in this ko, he has an unsettled group below that gives [Black] a lot of ko threats, so White does not have a lot of confidence in this ko fight. Comparing, White should choose Diagram 3, as it is simpler and clearer.

Conclusion: „The self-injury ploy” is most often used when the situation is desperate. Its main use is to gain the opponent's trust, to confuse the opponent, to cause the enemy to drop his guard. In Figure 1, Black 1 was just such a move, employing a secret plot in just such a situation. This strange tobi caused White to make an error in judgment. From this, Black obtained a result he could not have obtained through normal means.

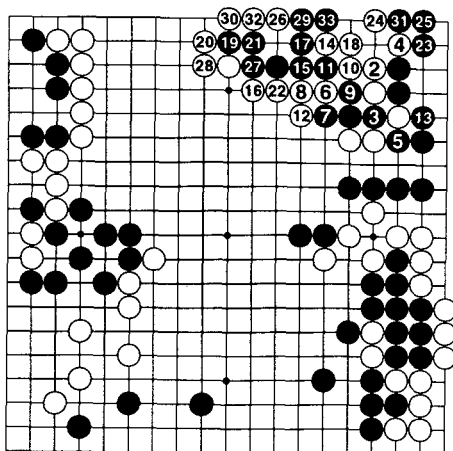


Diagram 4

The Thirty-fifth Stratagem: Interlocking Stratagems

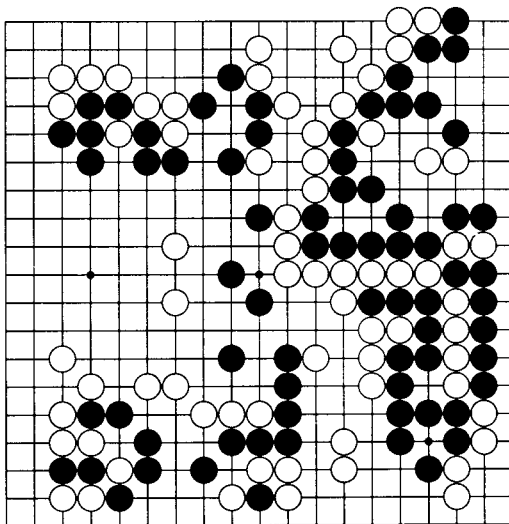
When the enemy is strong in number, we cannot launch a head-on attack. We should use some strategy. Let him tangle himself up, weaken his strength, then use some stratagem to attack him. This stratagem's direct meaning is to use two stratagems at the same time: one to tire out the enemy, and one to attack him.

This can be explained in application to Go as: Use one stratagem to firmly hold the enemy, then attack.

Basic Figure: Taken from the 1982 2nd Go "National Championship". In the current position, Black is weak in the center, and there is a really big play to be made on the left side.

Now if Black can gain sente from his play in the center, and take the left side, then it would be easy to see that Black would have a won

game, because White cannot compete with Black's big territory on the right. But the game isn't quite that smooth...



Basic Figure

Diagram 1: If Black wants to gain sente, then he needs to make one eye in the center in sente. This way, even if he is cut in two Black can make another eye on the lower side to live. The tsuke of Black 1 is the only move to make eye shape. If White gives way, Black hanes at 3 in sente. Black might be able to reach his goal. White's counter-attack with a hane at 2 is severe! After cross-cutting at 3, Black breaks through White's encirclement with 5 and 7. But after a White magari at 8, Black has a problem with his connection. Black has to let White capture one stone with 12, starting a ko fight. Now magari at White 14 is tesuji! In this ko fight, White is light and Black is heavy. Black is always carrying the burden.

That is to say, after White 14 Black cannot connect with the upper side in one move. If Black wants to rescue his stones, he can only connect at *a*. Then White plays atari at *b* in sente, then *de* at *c*, and Black crumbles. You can see that this is an unreasonable fight for Black.

Diagram 2: Here is the variation where Black 3 is changed to strike at the waist. White fights fiercely by ate-giri at 4 followed by connecting at 6. After capturing one stone with Black 7, narabe at 9 is sente. Then tobi at 11 attacks the four White stones. The tsuke of White 12 strikes at Black's weak spot. From 13 on he sternly pushes through. After the variation up to the cut at White 20, Black cannot connect due to a shortage of liberties, so the big dragon dies.

Black's only method to make an eye in sente fails, so all he can do is make a reinforcing move. Even with the reinforcing move, we are only talking about rescuing his big dragon.

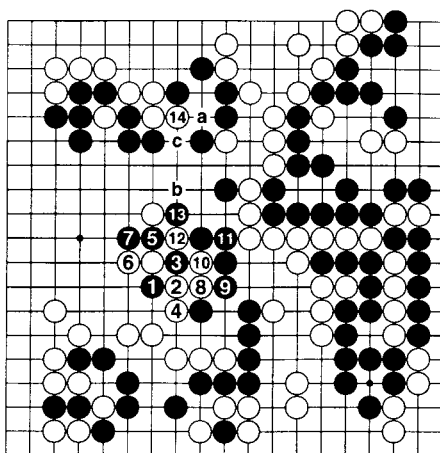


Diagram 1

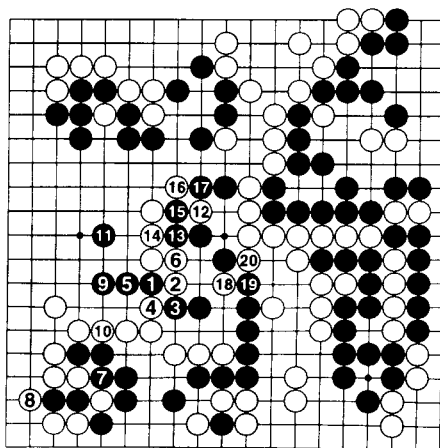


Diagram 2

Figure 1 - Actual Game

Continuation: Black 1 was a normal reinforcing move. White 2 grabbed the last oba. We should say that White was pleased with this. Truly, if both sides continued with normal yose play, then this would be a close game slightly favoring White. Now at this point Black considered invading at 6, or pressing at *a* followed by hane at 6, and other such means of making the game into a contest. All of them were within reason, but Black did not choose any of them. Instead he played the stolid little tobi at 3, to prevent White from

peeping at *b* in sente. As far as White was concerned, he was naturally very happy with this. White quickly played the steady push at 4 and then tobi at 6 enclosing [his territory]. This way, Black had surely suffered a heavy loss, but this was actually Black's use of the first stratagem of the "interlocking stratagems" - holding the opponent steady. After this, White did not want to take any further risks. He started playing ineffectively.

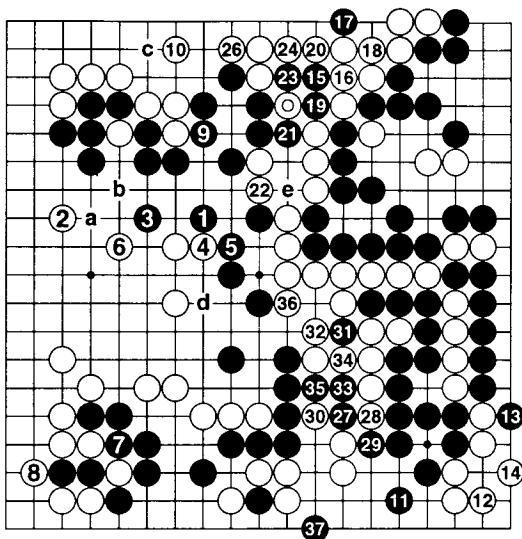


Figure 1 (1-37) ㊦ at ㊦

From Black 7 onwards, he started to play yose that solidified his position. When Black played osae at 9, White missed a great opportunity with 10. He should have played tsuki-atari at 22 instead. Black probably could not tenuki. Since White had been quite optimistic back when Black played 3, he was a little cautious now about Black starting a ko with keima at *c*. Actually, Black had a defect in his own position and there were plenty of ko threats against Black's big dragon in the center, so Black could not start this ko fight. Preventing watari in sente with kosumi at 11 was alert and resourceful. At this point, White had absolutely no idea that Black was preparing to ambush his weak point. Perhaps White's last chance was to play tsuki-atari at 22 now. But, Black would then have a chance to kill the corner, and there was a strong possibility of playing kosumi at *d* in the center to reinforce the cutting point in sente. However, this was the only way White could play to win.

The oki at Black 15 was severe! This was Black's secret ambush. By the time Black cut at 19, White discovered that it was too late to do anything. When he played 22, White already saw that he was lost, but tested Black to see if he dared to capture one stone with 23. (If White captured at 23, Black would cut at *e*, and White's territory would be insufficient. Black had read out clearly that his big dragon was not in danger, so he separat-

ed White with 23 and 25. After White was separated, he had further problems connecting his remaining stones. From 27 on were played in one breath. The lower White group was destroyed, firmly establishing the basis of victory.

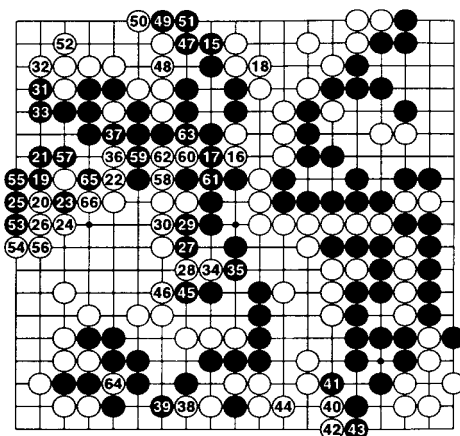


Diagram 3

Black tsuke-shita at 19 would be strongest. White 20 is a steady reply. If [White's] territory was insufficient, he could play atari at 21. White could consider playing 22 at 57, followed by Black at 33 and White at 55. The cut at Black 23 is a yose tesuji. After fixing shape with 27 and so forth, hane at 31 is the biggest play on the whole board. From 34 on is an ordinary continuation. The captures at 64 and 65 are miai. But no matter how you continue, the situation is that White wins by half a point or one and a half points. If you think White is going to lose, then White could have played a little more aggressively in yose. So we can judge that if Black did not have that ambush tactic, then White would stand slightly better.

Diagram 4: When Black played tsuke-shita at , if White does not want to be separated by Black, then he must play atari at 18. But in the variation from a Black atari at 19 up to 27, White only has six points of territory on the side, which is three or more points less than the last diagram. Moreover, Black can

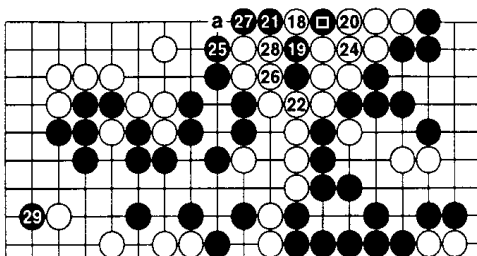


Diagram 4 23 at 

connect at *a* in sente. The corner yose would probably be two points less than in Diagram 3. We cannot consider such a large difference in a close

game. After this exchange, if Black continued with the tsuke-shita of 19 in Diagram 3, no matter what sort of strong resistance White put up, he would be hard pressed to avoid a lost game.

Note: If, in Figure 1, Black invaded at 6 on his move 3, White would push at 9 attacking Black's thin aji. Black would not have any confidence in the fighting that would ensue from this.

Diagram 5: In Figure 1, if White did not watari at 26, but rather cut Black apart, the variation would be as here. In this diagram, the sequence of the push and cut at 37 and 39 are different from Figure 1. If he did not push at 37 but rather made a direct cut, White could sacrifice five stones to make his connection.

Conclusion: In this stratagem, the "first step" is to hold the opponent still. In this game, the tobi at Black 3 did this. In a situation where the game

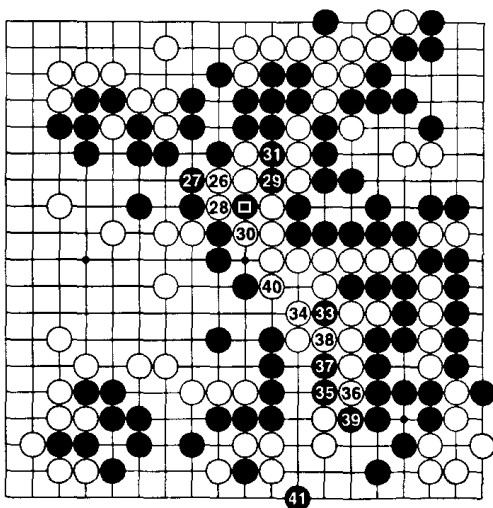


Diagram 5 ㊦ at ㊥

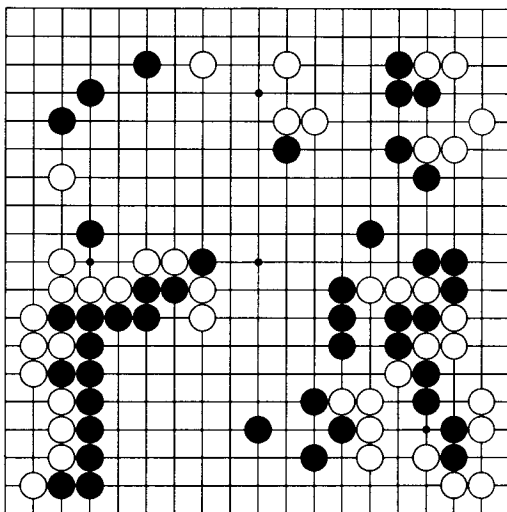
could be made complicated, he chose the most simplified play, giving his opponent an attitude that he was entering yose in a plain, steady situation. Under the influence of this idea, White only considered how to play the yose, overlooking the importance of the tsuki-atari at 22. He did not in the least suspect that Black was eyeing White's weak point on the upper side. Based on this, Black played "the second step" and gained victory.

The Thirty-sixth Stratagem: Sometimes Retreat Is the Best Option

Withdraw the entire army. Leave the enemy behind. Advance by retreating. Wait for an opportunity to break the enemy. When the enemy forces have absolute superiority, our side cannot defeat them. We only have three options: surrender, negotiate peace, or retreat. Surrender is utter defeat. Negotiating peace is semi-defeat. Retreat is not defeat; it is the key to turning inferiority into victory. The meaning when applied to Go is: When the opponent has a powerful position, or when we cannot fight staunchly, it is necessary for us to give way. Only by preserving our strength can we have the possibility of awaiting an opportunity to counter-attack and turn the tables on our opponent.

Basic Figure: Taken from the Sixth "New Athletics Cup" Tournament. Two of White's stones have been cut off and are in urgent need of attention. But Black is thick all around. To attempt making life inside is not a trivial matter. What should White do?

Diagram 1: For White to play tobi toward the lower side is unreasonable. Black is thick on all sides. To think of living on the inside is folly.



Basic Figure

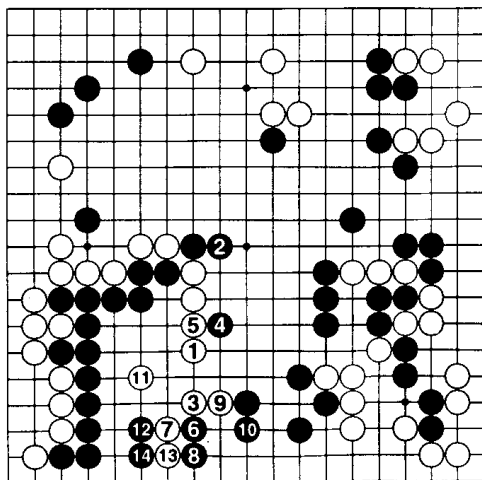


Diagram 1

Black extends at 2 cutting off White's line of retreat. White plays a second tobi, and Black ruins White's eye shape with 4, then plays tsuke-shita at 6 and tachi with 8. White would find it difficult to make life.

Diagram 2: What White must consider now is running out into the center. But how can he do it? Here the variations are unusually complicated. Atari at 1 followed by pressing at 3 as in this diagram is the usual method. But after Black cuts at 4, both of the shicho favor Black. If White forcibly seals in Black with 5 and so forth, then up to 18 White crumbles. (White cannot make good both of the defects at *a* and *b*.)

Diagram 3: If White 7 in Diagram 2 were changed to the kake-tsugi here, Black 8 is a coarse suji. Afterwards, he can play tobi at 10. If White wants to capture Black, he has to play de at 11. After the variation up to the connection at Black 16, White still has difficulty making good the two defects at *a* and *b*. In this diagram, if Black 8 were played as magari at 11, White would hane at 10, and Black would be in danger.

Diagram 4: In the previous two diagrams, White played atari and then pressed outward, was cut off by Black, and the fight was disadvantageous for White. If White wants to make life on the inside, then one way would be to first play hasami at 1, then atari at 3 and kake-tsugi at 5. The magari at 6 is stern. After White makes kake-tsugi at 7, Black peeps at 8 to ruin White's eye shape, then tobis at 10 to seal him in. Now Black  is in

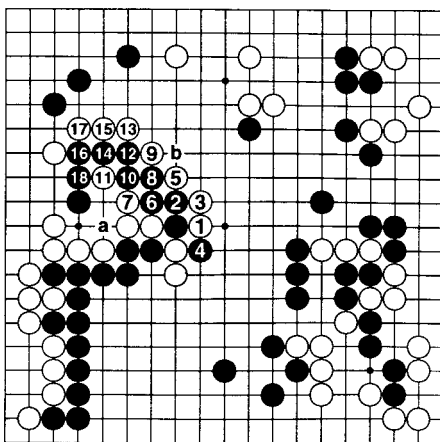


Diagram 2

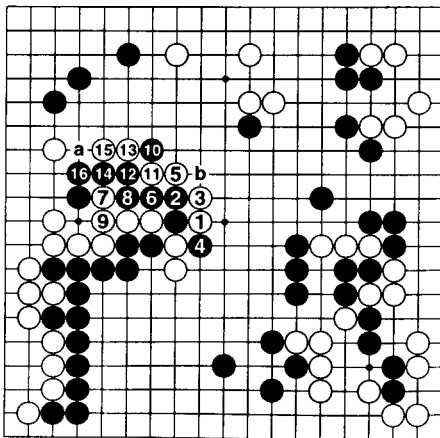


Diagram 3

a perfect position to aid in splitting White apart. It is still extraordinarily difficult for White to make life on the inside. In the final analysis, Black has a very powerful position. Furthermore, White's four stones on the upper side are still not completely "clean".

Diagram 5: After the atari at White 1, tobi at 3 makes eye shape. Here Black would probably seal off White with 4 and 6. There follows a complicated battle. White plays keima at 7, planning tsuke at 21 as his next move. It seems Black cannot do without the reinforcing move at 8. White 9 is tesuji for making life, but here Black has the means to put up stubborn resistance. Black hanes at 10, waiting for White's atari, then extends to 12. This is his strongest continuation. We can say it is a fight to the death. (A fight in which neither side has the upper hand.) No matter which side we consider, this fight will directly decide the outcome of the game. As for White, he could consider using these last-ditch tactics if he had no other good play.

Reviewing the above variations, it seems that if White wants to make life on the inside it won't be easy, and if he wants to run out he will need to expend a lot of energy. But he is not entirely without any way out. After all, there are a few weaknesses in Black's shape. He only needs to find the right opening, and start at that point. Then there would be a big change in the situation.

Figure 1 - Actual Game Continuation: White saw the practical problem was that the

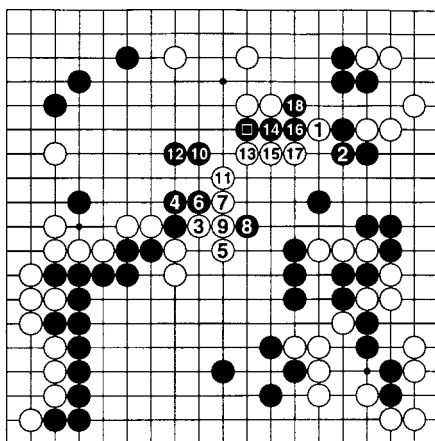


Diagram 4

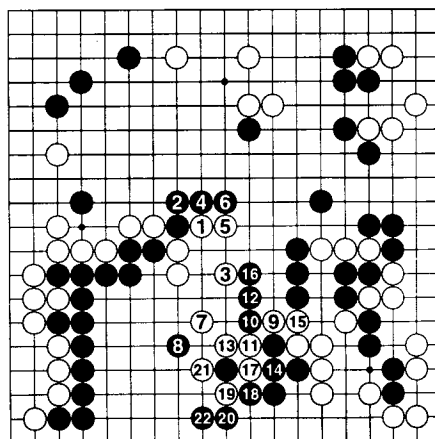


Diagram 5

shicho were disadvantageous. It was not likely that he could run away happy and carefree. It was too dangerous to fight bitterly. So he used the last of the Thirty-six Stratagems, "sometimes retreat is the best option". He chose outflanking tactics with the hane at 1 on the lower side. The idea behind this move was to wait for Black to cut at 23. This way, White would have the advantage in the shicho. Black saw right through this plan, and answered with hiki. Black believed that White had no further hope of making "shicho". But he did not realize that this move had already played into another, hidden White plan. White played atari at 3 and then pressed out at 5. At this point, Black could only cut with 6. White solidified his position in sente with 7 and 9, and then continued to use the technique of "retreat is the best option". He played 13 and so forth all in one spurt, using a brilliant shicho tactic to rescue the two key stones in the center. He sacrificed the unimportant stones at 3, 5, 13, and 17. White was largely successful. In the ensuing variation up to nobi at 33, White's victory was assured.

Diagram 6: When White haned at 1, Black's correct play was to extend in the center. This way, when White played atari at 3 and connected at 5, Black would play kosumi at 6 letting White connect,

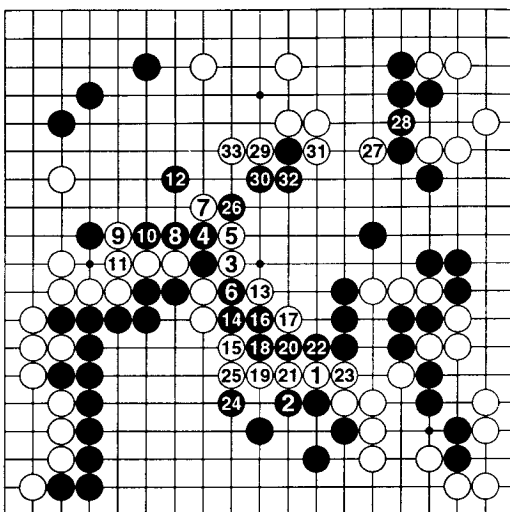


Figure 1 (1-33)

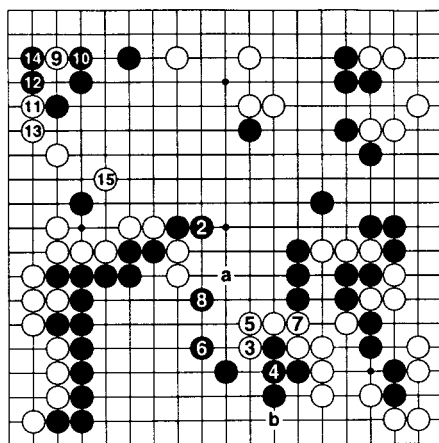


Diagram 6

then tobi at 8, surrounding the center. Beginning with White 9, we enter the endgame. Black probably has to put up with this. After White nets one stone with 15, we enter a long and arduous endgame. In the vicinity of the center White has the aji of a tobi at *a*. On the side he has a yose play with tsuke-shita at *b*. We can recognize that White's choice of stratagem was correct.

Diagram 7: In the previous diagram if Black staunchly cuts at 6, White can live by playing de at 7 here. Black can only play atari on the second line with 10. If he changed it to 11, White would play sagari at 10, Black 12, White *a*, and Black's five stones would be captured. White 15 nets one stone, with a very elastic position. Black 16 is the strongest attack. After nobi at 17 and kosumi at 19, he awaits the hiki of Black 22, then White 23 is tesuji. Black must answer at 24, but White makes a living group with the kake-tsugi of 25. From 26 on is the last gasp. Unfortunately, White has two sente plays in the ataris at 31 and 33, so the squeeze play at Black 30 is captured. Thus he does not get the desired result.

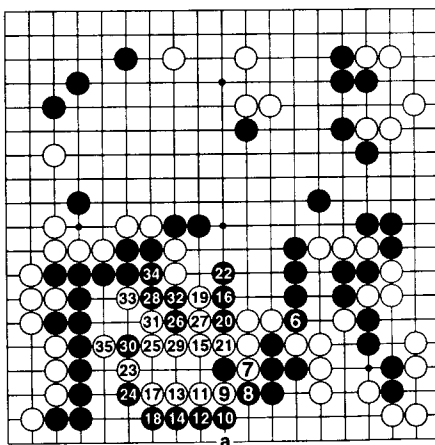


Diagram 7

Conclusion: Reviewing all the variations, this was truly a complicated but beautiful middle game. In this battle, White's strategy was "retreat" from beginning to end. From the "retreat" of the light, clever hane at 1 in Figure 1 up to the final, key "retreat" that decided the outcome of the game, he did not stray from this strategy for a single move. You can see that when you are in your opponent's sphere of influence, or when your own stones are in danger and fighting back is disadvantageous, "retreat" is truly a brilliant strategy.

Glossary

aji 16 = possibilities in a position, usually for future exploitation

atari 8 = the threat of capture on the next move

ate 2 = same as *atari*

ate-giri 8 = cutting off a stone and giving *atari* simultaneously

bamboo connection 96 = an unbreakable connection formed by parallel lines of two stones

boshi 42 = a capping play, limiting a stone's access to the center

damezumari 35 = shortage of liberties, such that further play is impractical or impossible

de 8 = extending from one stone such that the extension pushes between two enemy stones

dragon 23 = a long chain of stones, usually eyeless

furi-kawari 9 = trade of territory or stones of approximately equal value

gets 25 = a move which traps one or more enemy stones against a friendly position

gote 24 = opposite of *sente*; forced into passive play

guru-guru-mawashi 122 = a capturing maneuver that rolls up and captures enemy stones using a combination of *shicho* and *geta*; named after the process of wrapping the long belt (*mawashi*) around the waist of a *sumo* wrestler

guzumi 2 = an empty triangle that is the best shape in the situation

hane 2 = a move diagonally situated from a friendly stone and in contact with the end of a chain of enemy stones

hasami 7 = a play that squeezes an enemy stone against a strong enemy position

hazama tobi 78 = a diagonal jump

hiki 24 = drawing back from a stone that is contact with an enemy stone

kakari 29 = an attack against a corner stone
 kake-tsugi 2 = making a connection by a diagonal play, guarding against a cut
 kata-tsugi 43 = a solid connection, made by occupying the cutting point
 keima 9 = a move that is a chess knight's move away from a friendly stone
 keshi 72 = a move which diminishes or cancels a threat, territory, or *aji*
 kikashi 81 = a forcing move
 kiri = a cut (also *giri* in combination with other words)
 kiri-atari 13 = a two-move sequence that involves first a cut, then *atari*
 ko 2 = a repetitive situation
 kogeima 46 = same as *keima*
 komi 63 = points given by Black to White in compensation for the advantage of the first move in even games
 kosumi 2 = a diagonal move
 kosumi-tsuke 4 = a diagonal move that butts against an enemy stone

 magari 2 = bending around enemy stones
 me ari me nashi 60 = *a semeai* where one side has an eye and the other does not
 miai 89 = a set of two plays of equal value or equal effect, such that a player is guaranteed to be able to make one of them
 moyo 70 = a large framework of potential territory

 narabi 50 = extending in a straight line from a stone that is not in contact with an enemy stone
 nobi 2 = extending in a straight line from a stone that is in contact with an enemy stone
 nose play 92 = a play in contact with the end of a line of enemy stones, when there are no near-by supporting friendly stones

 nozoki 57 = a move made adjacent to a cutting point, threatening to cut on the next move; a peeping move

 oba 28 = a play that stakes claim to a relatively large amount of territory
 ogeima 5 = a "large" knight's move play; *a keima* extended by one line
 oi-otoshi 34 = a situation where a group of stones is prevented from

connecting back to a friendly formation due to a lack of liberties
oki 2 = placing a stone inside an enemy formation in a manner that ruins
its eye shape
osae 4 = blocking move

ponnuki 45 = the flower-like shape made when a single stone is captured
by four enemy stones
press 9 = playing above an enemy position, forcing the enemy stones into
a low position
profit 1 = a net gain in territory

sagari 2 = descending move; playing straight toward the edge of the board
seki 16 = a semeai that ends with neither side able to capture the other;
“double life”

semeai 11 = a life-and-death struggle between two opposing groups,
neither of which has two eyes and neither of which can escape local
confinement

sente 2 = the freedom to choose where to play next; also any move that
preserves that freedom

shibori 17 = a sequence, involving a sacrifice, whereby the enemy is forced
to capture a stone and then connect at the point of capture to
prevent a loss; the player forcing shibori gains some advantage,
such as *thickness* or outside influence

shicho 10 = a capturing sequence whereby a group of enemy stones would
be marched to the edge of the board through continuous *atari*;
rarely played out

shimari 53 = enclosing a corner with a formation of two stones

shinogi 2 = skillful maneuvering to make endangered stones safe

shoulder hit 12 = a play diagonally above an enemy stone; the enemy
stone is usually on the third or fourth line

tachi 3 = extending straight toward the center from a stone along the side

tenuki 156 = playing elsewhere; ignoring the opponent's move

tesuji 8 = a move that raises surrounding friendly stones to their
maximum level of effectiveness

tetchu 45 = *sagari* that solidifies a position

thick, or thickness 3 = a formation with no weaknesses that faces the

center or an open side

tobi 4 = a jump, normally skipping one point

tobi-dashi 3 = jump out into the center of the board

tobi-shita 57 = jump toward the edge of the board

tsugi 13 = connection

tsuke 4 = a move that butts against an enemy stone

tsuke-hiki 18 = a sequence of two moves first against an enemy stone, then drawing back from it

tsuke-oshi 26 = playing directly against an enemy stone which is on the third or fourth line, forcing the enemy to extend along a line parallel to the edge of the board

tsuki-atari 3 = extending from a friendly stone, butting against an enemy stone

uchikomi 26 = an invasion of enemy territory where the invading stone does not have room to make a base

warikomi 5 = wedging between two enemy stones to break the connection between them

watari 17 = a connecting maneuver along the edge of the board

yose 8 = the endgame; plays that are characteristic of the endgame -- that is, plays that settle the remaining points in a local situation

Index

approach-move ko 11, 17, 103, 139

The Art of War 6

bent four in the corner 2

big point *See also oba.* 22, 29, 32, 82

confusing (opponent or situation) 1, 26, 41, 46, 47, 98, 99, 103, 125, 126, 133, 149, 156, 158, 160, 161, 165, 171, 173, 175

damezumari 35, 705, 123

destroy 29, 68, 97, 100

events

All-China Dan-Level Promotion Tournament 65, 85, 114

All-China Go Team Tournament 91, 125

All-China Individual Go Tournament 10, 16, 22, 31, 56, 61

China-Japan SuperGo Match 135

China-Japan SuperGo Tournament 80, 104, 145, 161

Fifth "National Championship" 47

First NEC China-Japan SuperGo Tournament 161

First "**Summer Holiday Mountain Villa Cup**" Tournament 119, 166

National Go Team Tournament 150

Second Go "National Championship" 176

Sixth All-Sports Association Go Tournament 98

Sixth "All-Sports Association" Team Competition 70

Sixth "New Athletics Cup" Tournament 1, 182

Third China-Japan SuperGo Tournament 80

exchange *See also furi-kawari; trade.* 9, 39, 64, 93, 121

extension

4, 16, 20, 21, 52, 99, 107, 109, 114, 115, 116, 117, 118, 142, 148, 151,
163

eye shape 8, 24, 42, 82, 176, 183, 184

eye space 4, 49

eye-stealing 2, 108

fabrication 31, 99

fake 31, 36, 145, 146, 149

false impression 4, 31, 36, 37, 47, 161, 165

furi-kawari *See also exchange; trade*

9, 38, 46, 53, 63, 92, 94, 121, 128, 129, 142, 163, 164.

heavy 13, 43, 59, 60, 71, 83, 89, 105, 117, 126, 176

internal ko threat 3, 13, 35, 38, 45, 67, 105, 127, 132, 136

invasion *See also uchikomi*

1, 3, 21, 27, 28, 29, 30, 62, 68, 70, 71, 72, 73, 91, 100, 109, 175, 133, 134,
146, 147, 148, 178, 180

isolated stones 6, 9, 28, 29, 77

ko

2, 5, 11, 13-18, 24, 32, 35, 38, 40, 43-46, 50, 53, 55, 57, 62-64, 67, 78, 83,
88-90, 93, 101, 103, 105, 111, 117, 127, 129, 132, 133-134, J36-139, 149,
156, 163-164, 167, 175-178

approach-move. *See approach-move ko*

large-scale attack 6, 64

life-and-death 2, 138, 156, 161

life or death 35, 57, 101

light 3, 7, 12, 13, 17, 24, 43, 60, 71, 76, 78, 79, 83, 89, 105, 117, 152, 176, 187

living shape 4, 8, 29, 95, 120

losing move 13, 101, 103, 129, 132

lure, luring 10, 18, 70, 73-74, 80, 99-106, 140-144, 155

moyo 10, 12, 14, 28, 31-32, 46, 70, 73, 75, 78, 82, 91, 94, 96-97, 107, 126-129, 141-147, 169

oba *See also big point.* 28, 44, 107, 150-151, 178

oki *See also placement.*

2, 13, 29, 34, 37-38, 46, 53, 54, 63, 66, 51, 86, 93, 131-133, 147, 167, 174, 179

one-space extension 118, 142

overplay *See also unreasonable play.* 30, 71, 93, 146, 148

passive 3, 8, 30, 121, 128-129, 150-153

placement *See also oki.* 2, 66

probe 31, 36, 66, 98, 128

reducing territory 12, 28, 70, 73, 82, 91, 121, 128, 132, 140, 143, 174

sacrifice play

5, 8-9, 12, 15, 24, 28-30, 33, 39, 43, 45, 57, 65, 69, 73, 76, 86-87, 95, 98, 101, 106, 116, 126, 129, 142, 152-153, 156-157, 171, 180, 185

semeai 11, 12, 17, 37-38, 53, 58, 67-68, 83, 88, 93, 101-103, 111, 113, 122, 129, 136-138, 144, 149, 159, 163-164, 174

severe move

27, 29, 32, 38, 59, 62, 71, 77, 81, 83, 92, 96, 101, 105, 106, 108, 115, 116, 125, 132, 142, 143, 162, 176, 179

shicho 10, 59-60, 92-93, 112, 183, 185

shinogi 2, 82, 94-95, 146, 158

sphere of influence 7, 11, 45, 57, 94, 143, 148, 187

steady play 8, 117, 132

strange play 99, 161, 173, 175

submissive play 29, 73, 92, 146, 156, 172

Sunzi 6

thickness

3, 7, 9, 11, 18-19, 21-23, 25, 29-31, 33, 37, 40, 45, 59, 62, 64, 70-73, 81, 83, 86-88, 93-94, 106, 109, 111-112, 114-118, 125, 148, 150-152, 156, 158, 174, 182-183

thin 27, 80, 82, 99, 146, 161-162, 165, 180

threat 20, 23, 30, 35, 44, 62, 84, 91, 108, 175, 132-133, 135, 139, 148, 151, 164

three-space extension 99, 115, 116

trade *See also exchange; furi-kawari.* 33, 53, 63

trap 73, 74, 80, 99, 155-160, 166, 168, 170

trick 101, 141

two-space extension 20, 21, 107, 709, 114, 117

uchikomi *See also invasion.* 26, 28.

unreasonable play *See also overplay.* 12, 27, 94, 172, 177, 183

watari 17, 27, 29, 30, 38, 39, 40, 59, 67, 100, 105, 110, 120, 162, 173, 178, 180

weak stones, weakness

4, 20-21, 27, 30, 52, 55, 61, 64-65, 73, 76, 95, 100, 102, 112, 114-116, 135, 138-740, 147-748, 161-162, 176-178, 181, 185

yose 8, 16-17, 19, 46-51, 59, 63, 65, 68, 81, 87-89, 93, 108, 110, 119, 120-123, 133, 135, 148, 161-162, 164, 768, 173, 178-180, 186

About the Author

Ma Xiaochun is a native of Jejiang Province (just south of Shanghai), China. In 1982, when China first instituted its Dan-Level Certification System, then-18-year-old Ma was awarded the rank of 7-Dan, on the strength of his second-place showing in the 1981 World Amateur Championship. In November of that year his performance in promotion tournaments earned him the title of 8-Dan. Just after turning twenty in 1983, he was promoted to 9-Dan, and won the 5th World Amateur Championship. He finally turned professional in 1985. Since then he has won numerous titles in China, and has defeated all the strongest Japanese professionals in such events as the China-Japan SuperGo Tournament. Ma was the first player to hold all seven major Chinese titles simultaneously. In 1995 he was ranked first in the world, with a performance rating equivalent to 10-Dan!

At the board, Ma's cold, calculating demeanor has intimidated the world's best. He is noted for his powerful full-board vision and near-perfect endgame play. Some say that he hoodwinks his opponents with clever traps. For example, in 1987 Ma topped the China-Japan SuperGo series for the second time in a row. When asked about the final round game, his opponent, Yamashiro Hiroshi, only had one comment: "I was tricked by Ma Xiaochun!"

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